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GTM

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OCT/NOV PRE-ORDER

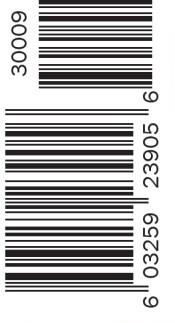
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IN THIS ISSUE:

- BLURP WITH THE BADDEST JOOVS AROUND AS YOU DEFEND YOUR BLOCK AND MAKE MERCH IN PLAID HAT GAMES' NEON GODS.
- BATTLE FOR THE VERY FABRIC OF THE MULTIVERSE IN WIZKIDS' LATEST MARVEL HEROCLIX RELEASE - SECRET WARS: BATTLEWORLDS!

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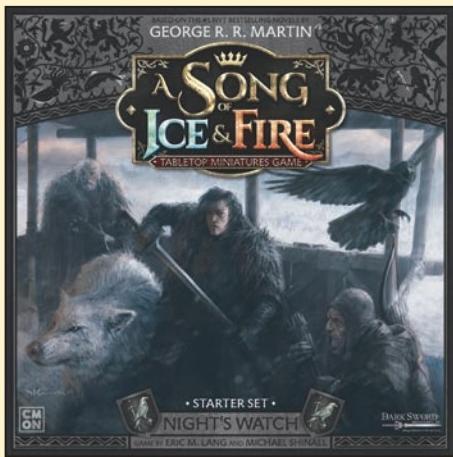
ALL ABOARD!

Set a course for untold terror with the *Horrific Journeys* expansion for *Mansions of Madness Second Edition*! In three thrilling scenarios set aboard a bustling dirigible, a countryside train, and a luxury ocean liner, four new investigators race to solve eldritch mysteries as they are pitted against amphibian creatures and interdimensional monsters. If you wish to reach your destination, you must first survive the journey!

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heroes wanted...



I WOULD
FIGHT
the DRAGON™
AVAILABLE NOW!

 CatDragon
GAMES

A Game by Talon L. Coleman

CDG0020 \$11.99

Disclaimer: no dragons were harmed in the making of this game...
or pretty much ever...

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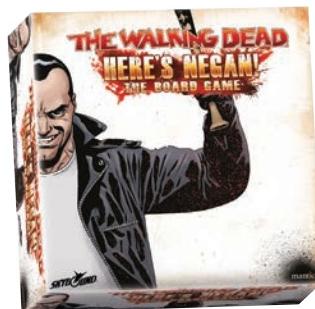


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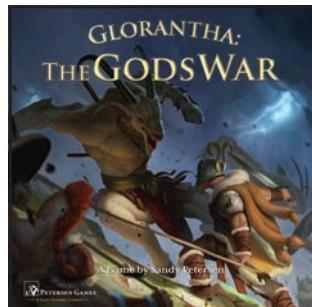
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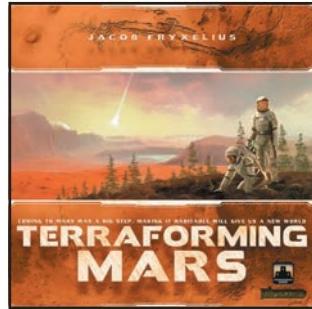
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STEVE JACKSON GAMES

MUNCHKIN®

COLLECTIBLE CARD GAME

Designed by Eric M. Lang and Kevin Wilson

GRAVE DANGER™



NOVEMBER
2018



PLAY TODAY!

Undead and loving it.

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| #PlayMunchkinCCG

Greetings Dear Readers!

As I've mentioned once or twice before, September is an important month in the magazine industry; as kids head off to school again, and days cool with the promise of more temperate, autumn weather, we like to take a step back and evaluate how the magazine is performing, as well as the overall pulse of the industry.

On that note, boy oh boy – there are some pretty fantastic announcements and products coming our way!

Our September issue is also a great opportunity to consider potential holiday season purchases for that special gamer in your life (and yes, that gamer can be **you!**) as well as get the latest news, previews and reviews from all of your favorite publishers.

We here in the GTM Bullpen are committed to being your best monthly source for information from your game industry favorites. As we look back upon 2018 so far, we're pleased to say this has been a pretty fantastic year for the magazine, as we have increased circulation and collaborated with more publishers than ever!

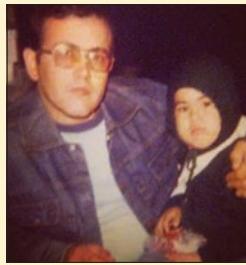
What will 2019 bring? We're aiming on even **more**.

But in the meantime, please enjoy your latest issue of GTM; we've got an incredible cover and article from CMON for the *A Song of Ice and Fire* miniatures game, WizKids shares some info for the upcoming release of *Marvel HeroClix: Secret Wars: Battleworld*, Plaid Hat Games gives us the inside scoop on *Neon Gods*, and so much more.

In parting, I hope you will all join me in wishing my father a very happy birthday. I can honestly say, I wouldn't be here today without him starting me off with chess, *Risk* and a slew of Avalon Hill games from an early age. Now, I didn't win many of those games, but it did instill in me a lifelong love for playing and hosting games, and I couldn't be more appreciative.

Happy Birthday Dad! (I picked a photo where we both look "cool" this year. :)

Game on everyone,
-JG



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jlg@alliance-games.com

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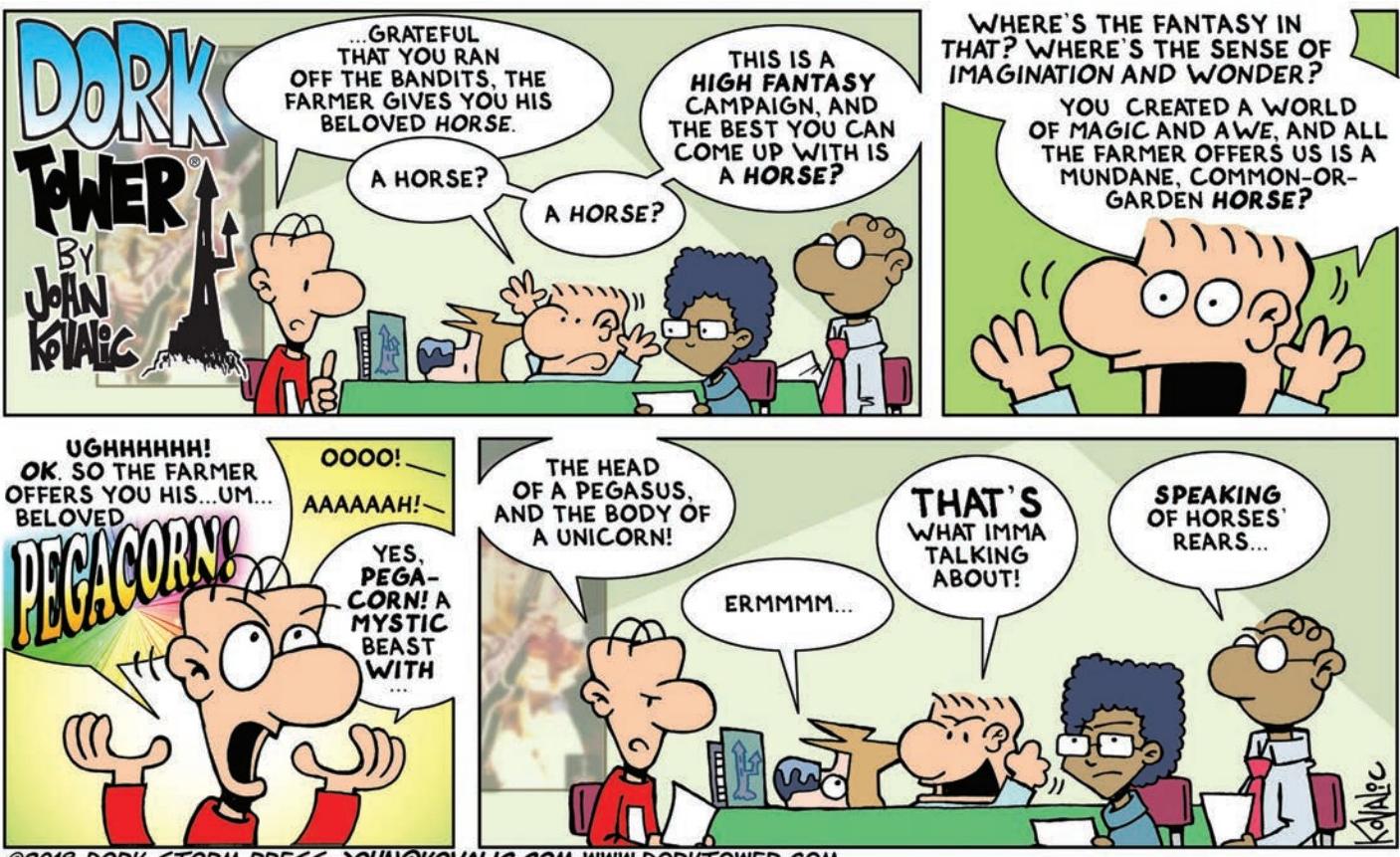
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CONSTRUCT MISSILES



DC DECK-BUILDING GAME
RIVALS GREEN LANTERN™ vs SINESTRO™

2 PLAYERS AGES 15 & UP

CRYPTOZOIC™
ENTERTAINMENT

2 players Ages 15+ 30 min.



In this 2-player deck-building game that utilizes Cryptozoic's popular Cerberus Engine, players take on the roles of Green Lantern™ and Sinestro™ and compete head to head using direct "Confrontations"!

As each oversized character card is defeated, the characters grow more difficult to take down, and their abilities also improve. Players start off with identical decks, but use their cards and special abilities to buy bigger and better cards. As the game progresses, each player's deck becomes unique, strengthened by his or her decisions.

Get ready to attack and defend until Green Lantern™ or Sinestro™ stands supreme over his iconic rival!

MSRP \$20

Release Date: Q4 2018

For more information, visit www.cryptozoic.com

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Every month the **Game Trade Magazine (GTM)** Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with hundreds and hundreds of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

GTM provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for **release within a two- to three-month window from the publication date**. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (*FLGS*) in March or April.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first* issue, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood **Game Trade Magazine...**

GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

From the Editor/Foreword: In every issue you will find greetings and assorted musing from one of the members of the **GTM** Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!

COVER STORY

Cover Story: Each month a different game or manufacturer gets top billing in **GTM** and this article is all about the awesome and incredible products or games you will find featured on our cover!

Features: Featured articles are contributions from the manufacturer and are selected by the **GTM** Bullpen as **especially** worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.

SPOTLIGHT

Spotlights: These are products that have released and are available at your *FLGS* or *FLCS*. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

Previews: These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your *FLGS* or *FLCS*, so be sure to make a note so you won't miss out!

FEATURE

PREVIEW

DESIGNER DIARY

Designer Diaries: These articles are the ULTIMATE in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.

Reviews: Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.



Exclusives: While virtually ALL of the content you'll find in **GTM** is exclusive to our pages, these articles are truly **only found in Game Trade Magazine**. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, **GTM Exclusives** are a not-to-be-missed monthly resource!

Games Section: Here's a sneak peek at what's arriving — usually in 2-3 months — on your *Friendly Local Game (FLGS)* or *Comic Store's (FLCS)* shelves in the months to come, organized by manufacturer and game system. Each product listed in your **GTM** will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your *FLGS*!) and the price.

HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now?

It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!

The image is a collage of various board game components and promotional materials. It includes:

- Games** section: A banner at the top left. Below it are two columns of game covers:
 - Alliance Game Distributors:** Includes a poster for 'G.I.M.' and a box for 'Inflatable WW2'.
 - ASMODEE EDITIONS:** Shows a box for 'Age of Dark Overlord: The Red Box' and three bullet shells.
- SPOTLIGHT ON:** Three boxes for 'Age of Dark Overlord' variants: 'The Green Box', 'The Red Box', and 'The Blue Box'.
- ALC STUDIO:** A box for 'Fireteam Zero: Europe Cycle Expansion'.
- ALDERAC ENTERTAINMENT GROUP:** A box for 'Mystic Vale: Vale of Magic Expansion'.
- SPOTLIGHT ON:** Two boxes for 'Siege'.
- BATTLEFRONT MINIATURES:** A banner at the top right. Below it are two columns of miniatures:
 - DUNGEONS & DRAGONS: STORM KING'S THUNDER:** Shows a 'Fire Giant'.
 - THE PRINCESS AND THE GOBLIN:** Shows a 'Frost Giant'.
- ATLAS GAMES:** A banner at the top center. Below it is a box for 'O/A LOST IN R'LYEN CARD GAME'.
- AVALANCHE PRESS:** A banner at the bottom left. Below it is a box for 'Panzer Grenadiers: Korean War - Counter Attack'.
- BATTLEFIELD PRESS:** A banner at the bottom center. Below it is a box for '6D Edition: Ninja High School: The Anime and Manga RPG'.
- BELWETHER GAMES:** A banner at the bottom right. Below it is a box for 'Storm Giant Royal Guard'.
- STORM GIANT:** Shows a 'Storm Giant' miniature.
- BEZIER GAMES:** A banner at the bottom right. Below it is a box for 'New York Slice'.
- BRAND GAMES:** Shows a box for 'Drop Site'.
- NOV:** A small logo in the bottom right corner.

And be sure to ask your retailer about any related in-store events for your favorite games and products!

GAME TRADE MAGAZINE LEGEND

Throughout each issue of **Game Trade Magazine** (GTM), you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!



FEATURED ITEM

Featured Item: Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

OFFERED AGAIN

Offered Again: These products have been previously offered in GTM and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

SPOTLIGHT ON

Spotlight On: These products have been deemed as not-to-be-missed by the GTM Bullpen and are highlighted to nab your attention. Be sure to check these items out!

PI or Please Inquire: Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SPR) for the product.

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CM
ON DARK SWORD

WHEN YOU PLAY THE GAME OF THRONES...

A SONG OF ICE & FIRE: TMG STARTER SET - NIGHT'S WATCH

COL SIF002 \$79.99 | Available October 2018!

King Robert Baratheon the First is dead. While many see his son Joffrey as the obvious claimant to the Iron Throne, others are not so sure. The chaos of the sudden death has caused other factions to also grab power and land. And, as everyone knows in the back of their mind, winter is coming. It is into these tumultuous times that players are thrown in *A Song of Ice and Fire: Tabletop Miniatures Game* (ASOIF:TMG). They must gather together their forces and take to the field of combat, proving their worth to decide who will be in charge of all of Westeros.

Bringing such a beloved book series as George R.R. Martin's award-winning *A Song of Ice and Fire* to gaming tabletops was a task that the developers took very seriously. Designer Michael Shinall steeped himself in every bit of lore he could find. He not only read through the books, but also immersed himself in the various analyses of it, wanting to make sure every figure on the tabletop was an accurate representation of their literary counterpart.

"I've played wargames all my life, and this is the third one I've designed. With ASOIF:TMG, since we're coming from one of the most established intellectual properties in the world, it was important that the game truly reflect the setting. As a result, it was a tireless effort to make sure all the iconic characters really felt like they should," Shinall said. He added, "The source material is massive, and one goal for the game is to allow players to create as many "what if" moments as they can think of- the battles they always wanted to see but the story didn't facilitate."

This attention to detail manifests itself in many ways. A lot of the characters in the book series are not soldiers and would never be on a battlefield. However, the designers still wanted to make sure they were represented in the game. This happens via the Tactics Board. It represents the actions taken in conference halls, throne rooms, and back-halls that have as much an impact on the outcome of battle. Sure, Robb Stark may be able to duel any man on the battlefield, but Cersei Lannister can make sure the troops her forces field are properly equipped and motivated. Each character is just as important as the other to the outcome of battle.





Every game must have an entry point, and for ASOIF:TMG, that's the Stark vs. Lannister

Two-Player Starter. A lot of thought and detail went into getting this first starter set just right. It is the foundation upon which everything else was built. Discussing the process behind what went into the Starter Set, Shinall stated, "The core behind the Starter Set was to give players a complete experience right from the beginning. I've played wargames my entire life and, while they've expanded greatly in recent years, it was always the case where the starter only ever gave you a small "taste" of the larger mechanics of the game — to the point where the game in the starter and the actual game could end up being different entities all together. Here, we wanted to give the complete experience, including variety and options, right out of the gate."

No further purchases are required to get new gamers going right out of the box. The figures come pre-assembled, so there's no need to wait for glue to dry. There's dice and movement sticks, so the combat can be played out and troops can move around the board. And the figures in the box are enough for a complete army, including several options for a player's Commander or Unit Attachments. It means not every Starter Set army will be played exactly the same.



However, as the name suggests, a Starter Set is still a starting place. Complete as it may be, players will want to further supplement their forces with other releases. When asked about early releases for the game, Shinall responded with, "We have a very aggressive release schedule for the game's early life. Variety, both in available factions and units/models available for said factions, are very important for the early stages of the game's life. We have monthly releases moving forward, with something new for everyone often enough. Of course, as more and more factions are released, not everyone will see a monthly release. This is also to ensure we avoid "faction bloat", aka just releasing new stuff for a faction for the sake of releasing new stuff— everything must have a purpose in the army!"

When pressed about those other factions, Shinall gave, "We've already announced both the Night's Watch and Free Folk factions as upcoming releases, and with the Neutral Heroes Set you also have the option of playing pure "mercenaries" as a faction in their own right... There are plenty more scheduled down the line... But those would be spoilers, and I hate spoilers."

Seems like surprises will just have to remain as surprises for now.

Releases down the line are only part of a wargame's life. There is also the community, and ASOIF:TMG has plenty planned in terms of organized play. Shinall mentioned, "We've actually already announced not one but two Organized Play Kits for the game, the first of which is available at launch. So right out of the gate we have means for local stores to host events and attract players. We also have an extensive plan for Organized Play that will be further developed and rolled out in 2019. All prizes for these events will be items like alternate sculpts, faction bling, that sort of thing — It's important to note you will never see gameplay exclusive content from this—the competitive scene is one we aim to keep level for all players."



A Song of Ice and Fire™ and its logo are © and ™ Dark Sword Miniatures, Inc. CMON Global Limited with permission.

With the release of ASOIF:TMG, the game's designers have taken everything into account. Partnered with Dark Sword Miniatures for the figures, CMON's known commitment to titles, and producing quality gaming experiences, the game looks to be every bit the epic tale that the book series it comes from is, but with the players making their own history in Westeros.

•••

Jason "Polar Bear" Koepp is a Content Producer for CMON and Editor in Chief of the Tabletop Gaming News website. He lives in Atlanta where he enjoys baking and sharing the results with the others in the CMON offices.



BECOMING A NEON GOD

IN 6 EASY STEPS...

It's the future year of 2009, and blurpin' ain't how it used to blurb.

You're a little fish in a fluorescent sea, but it doesn't have to stay that way. The world's gone corporate and sanitized, but that just means there's more demand for that black mark merch humanity craves. So pull your gang together and carve some territory out of the neon-soaked nighttime of downtown.

When the uptowns come looking for sin, you'll get 'em what they need.

But you aren't alone out there. The shadows are swollen with brute joovs lookin' to take what's yours. They'll kill your best yoots, get your customers dusted, and steal your blocks. You can't let that happen kid.

The world may not think much of you, but in the back alley glow of the neon night, you can be a god. And I'm here to teach you how, in 6 easy steps!

Neon Gods | PH2400 | \$59.95 | Available 3rd Quarter 2018

Step 1: Recruit the Finest Disillusioned Ne'er-Do-Wells

You need dirty boys and girls with big brains, bloody hands, and a serious lack of angels on their shoulders. Bargains are cool, but watch they don't shiv your nethers when you sleep.

When you are trying to build a gang, the first thing you need is gangsters. Gangsters are represented in Neon Gods as cards in your deck. You'll start off with some basic grunts, but you'll have plenty of opportunities to recruit more colorful gangsters into your deck. Gangsters are recruited off the recruitment board, where the longer they've been on the market, the fewer creds you'll need to pay them to join up. When recruiting a gangster it enters your ever-cycling deck and, while in your hand, can be played for an effect or can be played into battle.



Step 2: Get up to Shenanigans

No one gives two blurs to a sick gramps who wiggles his cudge. What's this, 1999? I mean, who loves a gang who can't feather fluff when draining uptowns? Paint your blocks, steal toys, and do it with some flair. And when all else fails, put some owls up some butts, you know?



Being a true gangster is first and foremost about shenanigans. I mean, how are you going to get any blurp (a term which is both slang for legendary-bad-ass-cred and a swear) if your shenanigans game isn't on point? In addition to gangsters, the recruitment deck is also going to be spitting out event cards. These are paid for in the same way as gang members, and allow for a variety of fun one-time tricks and effects.

Step 3: Hustle

Those uptown corpies greet the night with a thirst, so what're you quenching it with? Give 'em some clubs to bounce it. A couple squeeze shacks to feel naughty. And you know they're on that medicine quick trip so make their Christmas powdery white.

Building your gangster empire requires, well... building. This is represented in Neon Gods with the 'work' action and often involves physically building a... building. You can build an impromptu factory and work at that factory to create valuable 'product' that you can sell. You can make your territory more defensible by building watchtowers. You can even just build monuments to yourself, which is blurpin' blurp as blurp.





Step 4: Fight for What is Yours

When junk joovs creep your blocks, they gotta leave with their teeth in their paws. But I don't seriously have to tell you that, do I? And only a Queasy Steve just plays defense. Take those streets, and make bad biz your biz. The best merch is merch you didn't have to make yourself.

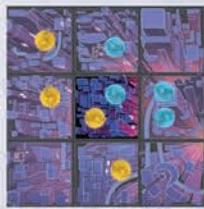
You'll want to hold and take territory in this game. It gives you places to build your illicit chem labs, your giant neon-light statues of yourself and most importantly it gets you blurp, and blurp is how you win. Holding and taking territory sometimes means fighting. In game terms, a fight goes down like this:

1. Play up to 3 gang members into the battle.
2. Roll the dice provided by those gang members.
3. Count up the number of hits on your dice and add 1 to that number for every figure you've got in the contested territory and/or in adjacent territories.

Your opponent will simultaneously be doing the same three steps, whichever of you has the higher result wins the battle. The losing player's figures get bumped from the space back to their home base.



$$10 \star + 3 \text{ } \textcolor{yellow}{\text{coins}} = 13$$



$$7 \star + 4 \text{ } \textcolor{blue}{\text{coins}} = 11$$

Step 5: Look out for Andys

Blurpin' Andys, man. I can't even.

Black markets and gang wars destabilize the economy. Your corporate overlords aren't into that, so they send out the Andys. Andys are the android police force, and they're a hassle. So, you'll have to fight them too.

Step 6: Profit

It's fun to blast heads and get in on the robo party dance trip, but at the end of the day you need a profitable portfolio of diverse assets, with flexible investments allowing for at least some liquidity. Ha ha, nah, I'm just playing kid! You gotta get that blurp!

Ultimately you are trying to get blurp, and the three daylight phases of the game is when most of your blurp will be tallied. You'll get blurp for holding territory, especially territory with monuments or skyscrapers. And you'll be able to earn some blurp during the daylight phase by throwing some money around.



The world's a jacked kaleidoscope, and it'll buzz your nog quicker than free merch. But these six rules will keep your head straight and get you blurpin'. Tat them on your chest so you can spot them in the bathroom for the quick tip.

CATAN

HISTORIES

RISE OF THE INKAS™

INTERVIEW WITH KLAUS & BENJAMIN TEUBER

CATAN: Rise of the Inkas introduces players to the fascinating world of the Andes. The game features an innovative “displacement mechanism” that provides the players with entirely new options. Did you first develop the theme or the game mechanics?

Klaus: As in most of our games, what initially captivated us was the theme and in this case, a historic one. Before the arrival of the Spaniards, for centuries the Andes were home to a great number of indigenous tribes. The Inkas were the last in this long line of successive advanced indigenous civilizations.

Benjamin: Displacement as a feature of the game mechanics derives directly from this history. In the game, each player takes charge of three tribes. Once you have led a tribe to its apex, you put it into decline and take charge of a new tribe. Tribes in decline still provide their owners with resources but may be [displaced] with settlements of new tribes. You win if you are the first player to lead your third tribe to its apex. In the historic context, the winner is the one who has caused the rise of the Inkas.

Where do you get the inspirations for new CATAN® games from?

Klaus: We both like to take an exciting story and bring it to life in a game. The inspiration for developing a new CATAN game mostly comes from historical events, as with *Rise of the Inkas* and sometimes from fictitious settings, such as *Starfarers of Catan* or *A Game of Thrones: Catan*.

Benjamin: Last year, we started to develop the story of Catan further. In the anniversary edition *Legend of the Sea Robbers* we described how the sea robbers came to Catan and made life difficult for the Cataniens. [For] the 20th anniversary of *Cities & Knights*, we are working on a [game] that centers around the Cataniens' struggle against a powerful barbarian army.

In your opinion, what makes CATAN: Rise of the Inkas particularly attractive?

Benjamin: The displacement mechanism is clearly the new element in *Rise of the Inkas*. Displacement sounds like aggression. Initially, we had asked ourselves whether it



harmonizes with Catan. Although displacement allows you to slightly weaken a player in the lead, it is not possible to completely thwart that player's chance to win the game.

Klaus: The displacement mechanism allows for an exciting seesaw [effect] that adds many new tactical and strategic deliberations to the CATAN game. We find this very appealing.

To whom would you particularly recommend this game?

Klaus: The rules of this game are not much more difficult than the rules of the *CATAN* base game; however, this game is more complex. We have played it with Catan novices and experienced *Cities & Knights* players, and it appealed equally to both groups.

What were the reactions of your playtesting groups when playing the prototypes?

Benjamin: *CATAN: Rise of the Inkas* provides a new, unexpected gaming experience. Our playtesting groups found it remarkable that the entire scope of the game's complexity reveals itself gradually to the player, game by game, so that it may take various matches until the players have discovered all of the game's tactical and strategic possibilities.

What strategies do you recommend players for their first game?

Klaus: Determining the right moment to put your tribe into decline and found a new tribe requires careful thought. It may be worthwhile to wait a bit, perhaps invest in development cards, and then enter the next phase with more strength and momentum.

Are you currently working on new CATAN ideas?

Both: Of course. ;-)

(Interview by Chanel Volkmar, © 2018 KOSMOS Verlag and edited for GTM publication by Ian Birdsall of Catan Studio)

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CATAN

HISTORIES

RISE OF THE INKAS™

TIME TO BEGIN A NEW ERA!



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The 2015 Marvel comic series *Secret Wars* came with an unprecedented collision of all of the Marvel universes into the patchwork Battleworld planet. Heroes and Villains from different universes confront one another to determine the strongest in each domain. There are dozens of different domains discovered in the creation of Battleworld, like The Valley with western versions of classic Avengers characters, Spider-Island featuring Spider-Man along with classic characters transformed into spiders and other creatures by baroness Spider-Queen, and the domain protected by the Thor Corps, a group of characters deemed "worthy" to lift Thor's hammer. These new and iconic characters, settings, and stories come to the tabletop in this brand-new *HeroClix* set.

While discovering the new Battleworld and domains, check out these 3 exclusive previews for the upcoming set.

To kick it off, we have Thanos Duplicate! In *Secret Wars: Battleworld*, Thanos still looks to complete the Infinity Gauntlet, but this time he can travel through time to assemble the six Infinity Gems. However, Thanos needs to defeat different versions of himself from alternate timelines who are also looking to finish their Infinity Gauntlets! With that in mind, let's take a closer look at Thanos Duplicate.



You can put a Thanos Duplicate on your force for 50 or 25 points. If he is 25 points, he starts after the Orange KO clicks, but has the same first two clicks as his 50-point dial. He also has a special damage power that allows him to use Probability Control, but only to reroll adjacent opposing characters' attack rolls. For the rest of Thanos' dial, he has strong attack and damage values capable of going toe to toe with almost anyone.

Next up, we have Captain America, now featuring the popular "Shifting Focus" trait that allows him to swap with other versions with the same "Shifting Focus: Man Out of Time" trait. The uncommon version shows Cap with his clear Light Shield. While not made of Vibranium like his usual shield, this one is just as strong. His trait "Expandable Hard Light Shield" gives Cap Energy Shield/Deflection and he may be given a FREE action to either give adjacent friendly characters +1 defense when attacked with a range attack, or he can choose one of the four sides of the square he occupies. Until the next turn, lines of fire are blocked if they pass through the chosen portion of the square. The rest of Cap's dial has lots of defensive powers, like

Toughness, 18 Defense, and Shape Change, as well as some offensive oriented power, like Charge and Quake. He also has access to the S.H.I.E.L.D. Team Ability to give friendly characters extra range or damage. Be on the lookout for the other versions of Captain America that have his "Shifting Focus: Man Out of Time" trait in this set.



Finally, we have Captain Marvel, but this Major Danvers has been turned into an arachnid by the Spider-Queen on the Spider-Island domain. Like many of the characters turned into Spider-Island forms, Captain Marvel has the "Homo Arachnus" trait which gives her access to Plasticity and Poison, both complimenting her very close combat-oriented dial. Captain Marvel starts off with Charge, Super Strength, and Impervious which allow her to get in close and dish out damage. When she moves to the middle of her dial, Captain Marvel gets access to a special defense power that gives her Energy Shield/Deflection and Super Senses. Also, when she is hit by or evades a range attack, she gets to heal 2 clicks. This makes the middle of her dial very durable, and it may be difficult for opponents to finish her off while she continues to deal damage with Poison and use her Hypersonic Speed to make it more likely that she can only be targeted with a range combat attack.



There will be something for everyone in this booster set with so many different Battleworld domains to choose from. Plenty of brand new shared traits, new Battleworld themed teams, and more never-before-Clixed characters that fans have been clamoring for, like Erik Killmonger, Regent, and Viv Vision! This is certainly one of the most interesting groups of characters that has ever been assembled in a *HeroClix* set, so be on the lookout for pre-release events being held at your friendly local game stores in October!

•••

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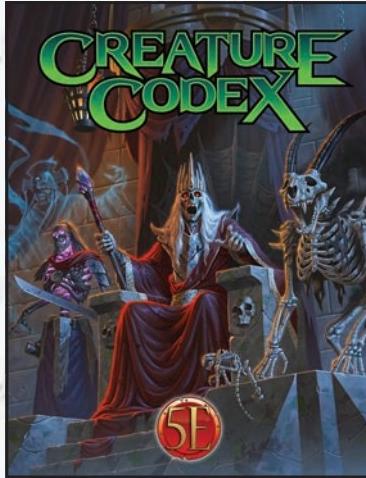
The *Tome of Beasts* from Kobold Press offered 400+ monsters for 5th Edition Dungeons & Dragons players and game masters. Our new *Creature Codex* nearly doubles that number, expanding the range of foes to include a multitude of monsters—everything from Acid Ants to Blood Zombies, and from Void Giants to Zoogs.

WHAT'S FEATURED?

The *Creature Codex* monsters were designed, developed, and edited by a team of veteran roleplaying industry professionals and up-and-coming talent—including 40-odd monsters designed by D&D fans, selected in a wide-ranging contest. (The spider drake previewed in this article is one of these). Here's a quick overview of the creatures on the following pages:

Ancient Wasteland Dragon

With a challenge rating of 23, the ancient form of the wasteland dragon is more than most can handle! Fortunately, *Creature Codex* provides wyrmling, young, and adult versions as well. Wasteland dragons roam the deserts, badlands, and mana-blasted wastes, and their force-based breath weapon tends to punch through everything. This preview shows their raw power—the full entry in the book includes their Lair actions and their full lore.



Demon, Cipactli

Designed by veteran D&D designer Wolfgang Baur, the cipactli draws on Mesoamerican legend to present a horrific demon from the dawn of time. Its many fanged mouths and strangely potent musical ability give it an alien feel, enhanced by the artwork from William O'Brien. Definitely more than an overgrown crocodile, the cipactli puts a dose of weird horror back into the game.

Drake, Spider

Designed by newcomer Luke Pickles, this little dragon combines the nastiest features of spider and drake into something that will give players nightmares for some time! Its weapon-grabbing webbing, wall-crawling movement, and a poisonous breath weapon will make a strong impression on beginning adventurers and veterans alike.

Kobold, Junk Shaman

Ok, we do love kobolds—and we snuck a couple of them into the book, because they get into everything around here. With armor and shrapnel

worthy of any junkyard, the junk shaman could be a tribal leader, a supporting villain, or an NPC that characters go to for useful information. We took this approach with a number of other D&D favorites too, giving them wild variants and solid challenge upgrades. Chaos goblins, centaur chieftains, crimson tusked ogres, and fanatical orcish priests all promise a great time on the tabletop!

WHAT ELSE?

Creature Codex focuses on both lower-challenge creatures and high-powered demon lords and dragons, such as the wasteland dragon and Chittr'k'l, demon lord of rats, with its collection of magical pipes and its taste for souls. And there's other themes: unusual oozes, monsters created by blood magic, and horrors of the underworld. (Plus we included two or three slightly silly but completely playable monsters, in the grand tradition of strange creatures that make a twisted kind of sense in a dungeon. Hint: think dwarven keg golems.)

Creature Codex also brings graveyards full of new undead to the game, from the hierophant lich on the cover to the three varieties of unusual skeletons that add new twists on favorite creatures. The zombie lord and skeleton monarch can command large numbers of undead, and

two new varieties of lich make this popular monster playable at lower levels (while remaining extremely challenging). Phantoms, ghost dwarves, and even ghostly dragons add to the array of options for a gamemaster seeking to stock a tomb or necropolis for a Monday night horror game.

GREAT! WHAT ELSE?

Speaking of the undead, that lich cover art by Craig J Spearing stands out, as he's been doing strong work for *Magic: the Gathering* for some time. And the playtest team is as tight as ever: hundreds of games and groups contributed to the final form of these creatures. The book also features expanded tables at the back by challenge, by type, and by terrain—all to make the book as easy to use as it is deadly in play.

The balance of power and danger got a tight vetting, to make sure that the creatures in this volume adhere closely to the power curve of the game—and yet the new powers and the unusual combinations of existing ones will leave some know-it-all players guessing, because this is a book of originals and oddities far more than familiar faces and well-understood enemies.

Let the wailing of players and the cackling of GMs begin—the *Creature Codex* is on its way to gaming stores everywhere this September!

•••



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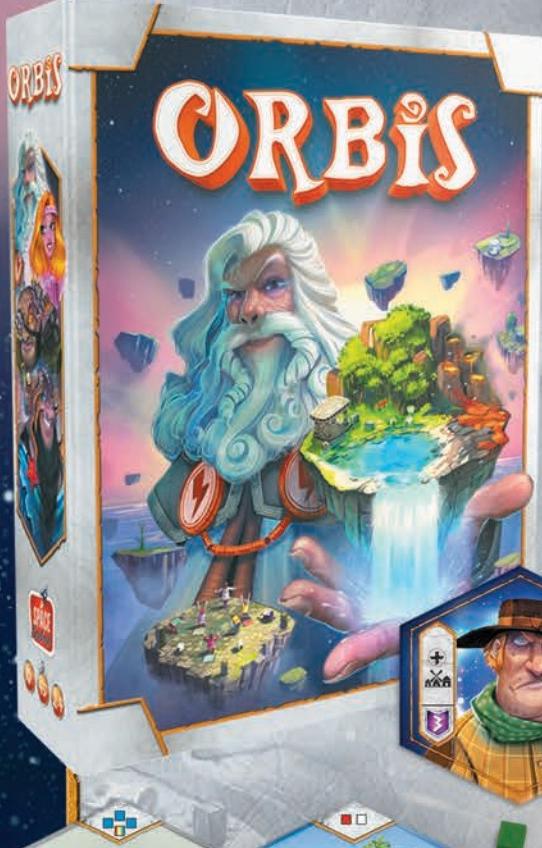
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ANCIENT WASTELAND DRAGON

Gargantuan dragon, chaotic evil

Armor Class 22 (natural armor)

Hit Points 333 (18d20 + 144)

Speed 40 ft., burrow 30 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	26 (+8)	16 (+3)	15 (+2)	19 (+4)

Skills Perception +9, Stealth +7

Saving Throws Dex +7, Con +15, Wis +9, Cha +11

Damage Immunities force

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 19

Languages Common, Draconic

Challenge 23 (50,000 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +16 to hit, reach 10ft., one target. *Hit:* 20 (2d10 + 9) piercing damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 15ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Warped Energy Breath (Recharge 5–6). The dragon blasts warped arcane energy in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 20 Dexterity saving throw, taking 90 (20d8) force damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings.

Each creature within 10 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.



DRAKE, SPIDER

Hidden in the stalactites near the ceiling of a web-filled cave, a skulking thing that is half dragon, half arachnid, waits to ensnare its prey.

SAVAGE HUNTERS. Spider drakes are more primal than their true dragon cousins, following an instinctual desire to hunt and trap prey.

Beautiful Treasures. Like its kin, the spider drake collects a hoard. Instead of displaying the hoard openly, the spider drake wraps its prizes in silk. Not only does it take the loot, it takes the body of the hunted creature. Opening the treasures of the lair often reveals the spider drake's most recent kills.

SPIDER DRAKE

Large dragon, lawful evil

Armor Class 18 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 40 ft., fly 80 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	17 (+3)	7 (-2)	16 (+3)	15 (+2)

Saving Throws Dex +5, Con +7, Wis +7, Cha +6

Skills Perception +7, Stealth +5, Survival +7

Damage Immunities poison

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17

Languages Common, Draconic

Challenge 9 (5,000 XP)

Sticky Secretions. When the spider drake is hit with a melee attack, the attacker's weapon becomes stuck to the web fluid secreted from its scales. If the attacker did not use a weapon, it must succeed on a DC 14 Strength saving throw or become restrained in the webbing. As an action, a creature can make a DC 14 Strength check, escaping or freeing its weapon from the secretions on a success.

ACTIONS

Multiattack. The spider drake makes one bite attack and two claw attacks, or one web attack and two claw attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 7 (2d6) poison damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Poison Breath (Recharge 5–6). The spider drake exhales poisonous gas in a 30-ft. cone. Each creature in that area makes a DC 14 Constitution saving throw, taking 42 (12d6) poison damage and becoming poisoned on a failed save. On a successful save, the creature takes half damage and is not poisoned. A creature poisoned by this effect can make



another saving throw at the end of each of its turns, ending the poisoned condition on itself on a success.

Web (Recharge 5–6). *Ranged Weapon Attack:* +5 to hit, range 60/120 ft., one Large or smaller creature. *Hit:* The creature is restrained by webbing. As an action, the restrained creature can make a DC 14 Strength check, escaping from the webbing on a success. The effect also ends if the webbing is destroyed. The webbing has AC 10, 5 hit points, vulnerability to fire damage, and immunity to bludgeoning, poison, and psychic damage.

DEMON, CIPACTLI

The first one hopped out of the stream with a foul noise; its many mouths chirping with a disquieting “reepmaok, reepmaok” sound. All might have died if not for the captain, who smacked a horse and drove it to sudden movement; the cipactli swarmed and stripped it to bones while all our party fled.

Cipactli are a hideous, demonic blend of the worst elements of crocodilians and deepwater fish with some of the coloration of a poisonous frog. They have scaled hide, a spiked tail with a spine, and toothy maws at each joint.

SWIFT SPAWNING. The cipactli are all hermaphrodites or of indefinite gender, laying eggs in their fallen foes. These fiendish eggs hatch into young, froggish cipactli within a week, and their parent generally leaves them at least one large carcass as nourishment.

RAVENOUS RAIDERS. Always hungry and ever-seeking easy prey, a cipactli demon steals blood and animal sacrifices from temples, devours goats and cattle in their barns, consumes carrion, demands sacrifices, and has been known to hypnotize then eat human victims so silently that others sleeping nearby never wake.

FRIENDS OF ELEMENTALS. The cipactli were witnesses to the creation of the world, and their bloodline traces back to the earliest instances of fire, water, earth, void, and air. All elementals are at least somewhat respectful to a cipactli, and the two occasionally form alliances. Water elementals, in particular, often inhabit the same rivers, wells, and oceans as cipactli.

CIPACTLI

Medium fiend (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 78 (12d8 + 24)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

Skills Stealth +5

Damage Vulnerabilities fire

Damage Resistances lightning

Damage Immunities cold, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Primordial

Challenge 5 (1,800XP)



and the new location must be connected by water in some way: a stream, ooze, soggy ground, or even runoff from a drain pipe.

ACTIONS

Multiattack. The cipactli makes two bite attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 14), and the cipactli uses its Devouring Embrace.

Bite. *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Devouring Embrace. The cipactli devours a Medium or smaller creature grappled by it. The devoured target is blinded, restrained, it has total cover against attacks and other effects outside the cipactli, and it takes 13 (3d6 + 3) piercing damage at the start of each of the cipactli's turns as the fiend's lesser mouths slowly consume it.

If the cipactli moves, the devoured target moves with it. The cipactli can only devour one target at a time. A creature, including the devoured target, can take its action to pry the devoured target out of the cipactli's many jaws by succeeding on a DC 14 Strength check.

Ancient Lullaby (Recharge 5-6). A cipactli sings a soporific, primordial song of eternal rest and divine repose from its many mouths. Each creature within 100 feet of the cipactli that can hear the song must succeed on a DC 14 Charisma saving throw or fall asleep and remain unconscious for 10 minutes. A creature awakens if it takes damage or another creature takes an action to wake it. This song has no effect on constructs and undead.

Amphibious. The cipactli can breathe air and water.

Underwater Camouflage. The cipactli has advantage on Dexterity (Stealth) checks made while underwater.

Water Step. As a bonus action, the cipactli can liquefy itself, disappearing from its current location and reappearing in an unoccupied space it can see within 20 feet. Its current location

KOBOLD, JUNK SHAMAN

This short, reptilian humanoid has scales of dull grey and gleaming copper. It is swathed in filthy robes absolutely festooned with scrap metal, chains, nails, and other bits of metal and wood refuse. It carries a staff made of a length of pipe, topped with a battered candelabra that burns with hissing blue flames.

Spindly even for kobolds, junk shamans weigh more than most thanks to the metal bits in which they decorate themselves.

FRINGE ORACLES. Most other kobolds look at the junk shamans as touched but can't deny that they channel some form of divine energy. A kobold community might openly shun a junk shaman, even while every member of the warren individually seeks the shaman out for wisdom and insight.

TREASURES FROM TRASH. A junk shaman eschews the normal, respectable kobold pursuits of mining, trapmaking, and sorcery. Instead, it serves as an afterlife of sorts for the castoff articles from kobolds and other races alike. It gathers massive collections of broken weapons, useless tools, scrap materials, and other detritus, imbuing the garbage with divine significance and even a semblance of life.

JUNK SHAMAN

Small humanoid (kobold), lawful evil

Armor Class 12 (15 with junk armor)

Hit Points 42 (12d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	11 (+0)	11 (+0)	17 (+3)	9 (-1)

Saving Throws Dex +4, Wis +5

Senses darkvision 60 ft., passive Perception 13

Languages Common, Draconic

Challenge 2 (450 XP)



BRYAN SYME

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The kobold junk shaman makes two junk staff attacks.

Junk Staff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage plus 3 (1d6) fire damage.

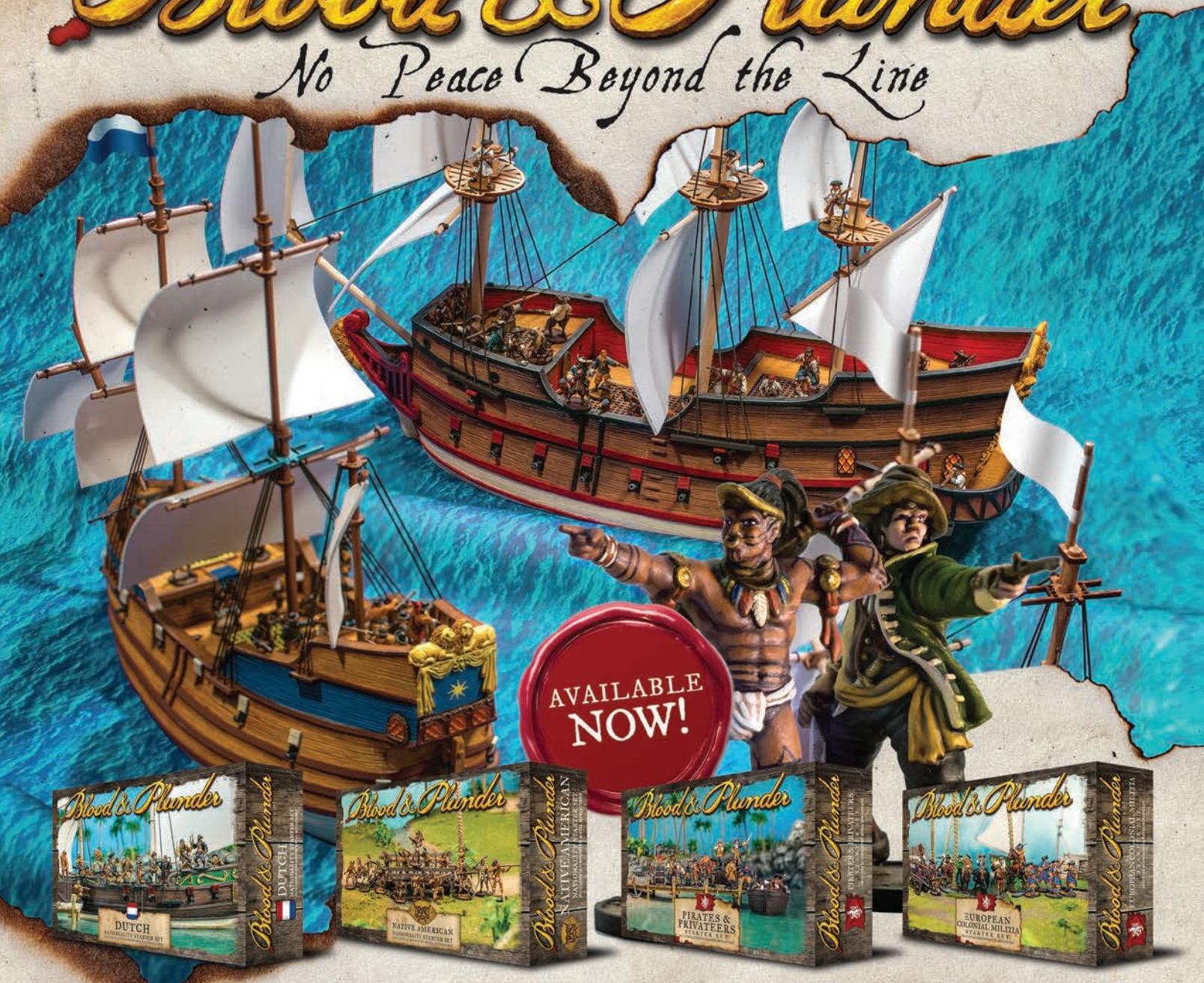
Flame Jet. *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 7 (2d6) fire damage. If the target is a creature or flammable object that isn't being worn or carried, it ignites. Until a creature takes an action to douse the fire, the target takes 3 (1d6) fire damage at the start of each of its turns.

JUNK SHAMANS IN MIDGARD

The Free City of Zobeck is home to the most junk shamans in all of Midgard, though the Red Wastes run a close second. The shamans crawl through the trash dumps and scrap piles of the Kobold Ghetto and are run off like rats daily from alleys behind temples to Rava, the Gear Goddess. Gearforged, in particular, dislike junk shamans and keep a very close lens on any they encounter.

Blood & Plunder

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As battles rage "Beyond the Line," soldiers and piratical vagabonds alike must have a worthy commander to rally to. Amongst the many new leaders headed to Blood & Plunder, players can utilize the talents of the following legendary leaders:

Juan Corso

With piracy and privateering on the rise in the post-Morgan Spanish Caribbean, many colonists and sailors conduct their lives in constant fear of one particular group of vagabonds: Spanish corsairs and, chief among them, the villainous Juan Corso. They are proclaimed by the locals of Jamaica and its governor to be "desperate rogues" out to "rob and murder all they could master." Corso is notorious for adapting his corsairs to their surroundings and coming up with clever new ways to lurk about hunting grounds in shallow drafted vessels for prey. The hallmark of the corsairs is ruthlessness, to which Corso adds daring and guile, all qualities which he wields with deadly efficiency.



William Kidd

The perception of William Kidd—or as most know him, "Captain Kidd"—is often somewhere between cautionary tale and legend, fueled by hearsay but almost certainly founded on grains of truth. To his most ardent defenders he is an honorable patriot; a brave soldier who was no more than the subject of powerful conspiracy and, ultimately, a tool for other's ambitions. To others, he is a scheming opportunist, always prowling for some advantage by which he might extort his fellow man. But no matter what one's view of Kidd may be, it is generally agreed that he was, at some nebulous point, a distinguished commander with proven instances of value and valor as a fighting man.



Laurens De Graff

Laurens-Cornille Baldran, Sieur de Graff, is how the colloquially known de Graff styles himself. A well-known and highly praised military commander, as well as perhaps the most swashbuckling of all buccaneers and flibustiers—and likewise the greatest ship-fighting captain among these seafarers. Dutch by birth, his resume before command includes prestige in sea gunnery and a gainful career in Spanish armada. De Graff has earned, by virtue of arms and prowess, the right to whichever styling he prefers.



Piet Heyn

"Gold before silver but honor before all." Pieter Pieterszoon Heyn, commonly called Piet Heyn, and also known as "The Delfshaven Terror of the Deep" lives by these words. He is known to many as fearless, dauntless, courageous, intrepid; the son of man who tempts and bests death with every new challenge he sees. It is by this lifestyle that Heyn forges one of the most distinguished careers of any seventeenth century rover and stakes his claim to fame with the capture of the Spanish Treasure Fleet—a mere exclamation mark amid a career conducted with equal brilliance and vigor.



King Golden Cap

King Golden Cap is the leader of the Golden Island Tribe and he is respected amongst not only other Native Caribbean islanders, but European colonists as well. It is, in fact, the European adventurers and allies who refer to him by this given name. Lauded as a great champion, he commands an army of fifty thousand men and serves as a great adversary of the Spanish. Allies and enemies alike know him to be an impressive, cunning, and stubborn leader of well-deserved notoriety.



Spell Smashers

R
RENEGADE
GAMING

SPELL SMASHERS

RGS 00831 \$45.00 | Available October 2018!

In anticipation of the upcoming release of *Spell Smashers* from Renegade Game Studios, Sara Erickson sat down with the designer, Christopher Chung to chat about his new game!

SARA: Chris! We are so excited to be working with you on another project! *Lanterns: The Harvest Festival* released in 2015 and was instantly a huge hit for us. It's been a few years but now we're just about ready to launch *Spell Smashers*, a hack-em-slash-em, spell smashing, monster destroying word-building game. Tell us just a bit about this new project!

CHRIS: I'm thrilled to be working with you again! *Spell Smashers* has been my pet project for a while, and this game features all that I want from a word game with some added twists that'll make you go "Wait, what? AWESOME!" You will be fighting monsters with most words you can muster out, collecting sweet, sweet coins, and completing a few quests. You'll also be reaping the rewards of your hard work by maybe having an ale at the Tavern or shopping for new gear at the Armory. The game has a very familiar fantasy feel but with the element of using your vocabulary to win, it is very fresh and fun!

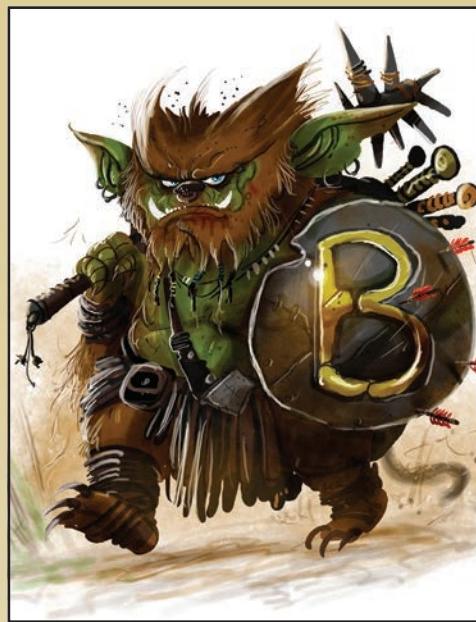
SARA: We've seen fantasy, combat games, and spelling games before, but never all together like this! What made you put them all together?



CHRIS: I wanted to do something special with word games and combat games, and the saying that always stuck with me was "The Pen is Mightier than the Sword", coined by Edward Bulwer-Lytton in 1839. How could I make a game that reaffirms that adage? By making a word game to fight monsters, of course! During playtesting, my good friend, mentor, and overall fantastic game designer Eric Lang, said something along the line of "Let people have fun spelling stuff." That stuck with me because I could go really in depth with the game elements that make it feel like you're ragged adventurers fighting monsters, but I shouldn't complicate it because the word game must hold itself up as well. I think we did a very good job marrying the concepts together.



SARA: When I first saw *Spell Smashers*, I remember that you had a lot of different ideas for this game. I'm impressed by how much you have streamlined it since that first prototype we saw. How do you decide what to cut?



CHRIS: A lot of it comes through playtesting and development, but what I find easiest to cut is features in the game that create confusion, hard to explain, or redundant. I had tried out a grid of letters to collect your hand at the beginning of each round, but that slowed the game down for a trivial choice. I had attempted a market of vowels as vowels are the most useful cards, but I quickly discovered that no one wanted to buy vowels. Some things took longer for me to cut because I was so attached to them but ultimately we wanted the game to fit within a certain playtime, and also feel cohesive.

SARA: You worked on this game with the incredibly talented, T.C. Petty III. What can you tell us about working with TC as your developer? Have you ever worked with a developer like this before?

CHRIS: TC is awesome! I knew him from Twitter as he has a very active twitter presence, and we met a couple of times at conventions (how could you miss him with that hair!?) But having the chance to work with him was great because he has a really good mind about what makes games great. He was very communicative in his playtest reports, and we'd bounce some ideas off of each other to remedy the problems we found in our playtests. Sometimes we'd have to make tough decisions, as I was attached to some things he wanted to cut, and so I did have to "look the other way." As the developer, he saw a lot of great things he wanted to highlight more. I think the finished product is something we're both super proud of. The other developer I worked with was Randy Hoyt of Foxtrot Games who helped develop and publish Lanterns with Renegade, and he did a fabulous job of introducing the revised theme and improved gameplay.

SARA: Game design has become very competitive. What do you do to help yourself stand out and make your games really feel special?

CHRIS: I make games that I want to play, plain and simple. The more fun I'm having playing the game, the more I want to design it and improve upon it. I also like to have a "hook" that makes people tilt their heads and say "Oh, that's interesting!" For example, in Lanterns, players receive Lantern cards based on where they're sitting around the table. Every turn, everyone gets a resource so you have to be careful where you play! For Spell Smashers, the hook is that the letters you use in your words may have extra abilities. You're doing more than just optimizing words, you're fighting monsters! Depending on the monster you want to fight, you may choose different letters to

incorporate into your words. I want my games to feel different from each other, and ultimately be fun for the people who play them.

SARA: I know you try to make it to several conventions every year to meet fans, sign games and connect with the community. What's your favorite thing to do at a convention?

CHRIS: My favorite thing is to spend time with fellow designers who I hardly see due to our geographical differences. I spent most of my Origins 2018 just playing/playtesting games! It's also always great to reconnect at the Renegade booth because I love seeing the enthusiasm from fans of the games that the wonderful demo team show and just seeing the great responses, I know that people are going to be really excited for Spell Smashers as they were with Lanterns.

SARA: The art for Spell Smashers is from one of my favorite artists, The Mico (Mihajlo Dimitrievski). Lanterns was adorned with art from the incredibly talented illustrator, Beth Sobel. I can't think of two more opposite art styles that are both so incredible. How did you get so lucky?

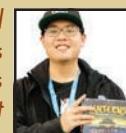
CHRIS: I don't know, must be the publishers' doings! But seriously, I can't thank both Beth and Mihajlo enough, because they made each game look absolutely amazing, and countless thanks to the graphic designers and production teams for putting in the effort to make the art work with the games well. As a gamer one of the first things I look at a game for is the art. If the final product looks great, and plays great, it'll be forever a game I'll enjoy. Both Lanterns and Spell Smashers are games I'll gladly pull out to play, even if they weren't my games. They're just that beautiful!

SARA: Thank you so much for your time and we really look forward to sharing your new game, Spell Smashers with the world this October!



Sara Erickson is Director of Sales and Marketing at Renegade Game Studios and notoriously terrible speller (but an epic monster smasher!)

Christopher Chung is the designer of Spell Smashers and Lanterns: The Harvest Festival , he lives in Canada and is part of the infamous Toronto design community. He has no time for spelling due to all his time spent working at two different game cafes!



DICE, DICE, BABY



"If the risk is high, the reward is high... why not roll the dice?" – Tyron Woodley

You shake the dice in your hand; potential luck has yet to be converted to kinetic outcome. At that moment, the game comes alive. People lean in to watch. The feel of the dice throw, the belief in success at war with the fear of failure, the rattle of sound and the flash of numbers flipping as the dice bounce across the table... all leading to the outcome as luck becomes reality and the dice come to a standstill. The rules on how you manipulate successes and how you mitigate the failures are all part of a great dice game. And let's face it, people love to roll dice.

In the current board game renaissance, dice games hold a strong position on the shelf. They can be light fillers or dispensers of heavy strategy. It can be a badge of honor for a massive game to spawn a dice version, and though the implication often is that the dice game version will a lighter or take-along version of its giant parent, even that is not always the case. To appreciate the wide spectrum of dice games, let's take a look at just three on the market today, and examine how differently they operate despite all being dice games.

"Alea iacta est (The die is cast)." – Julius Caesar



ROLL FOR IT! – Fun on the go!

Aside from its fun factor (which is always a consideration for any game), one way to judge a game's success is how often it hits the table and how easily you can get your friends and family to join in. Take a game like *Roll For It!*, by Chris Leder. Though it comes with 24 dice, the box fits into a pocket, backpack or purse. Players can enjoy rolling dice and having fun anytime and anywhere. An interesting aspect of the game is that players – without

realizing it – find themselves using math skills to figure the odds; probability plays an important part in this game and parents can find themselves in a "teachable mathematical moment" with their kids. The kids may be learning, but they are also having a fantastic time, mainly because, hey, it's dice!

"The life of man is like a game with dice; if you don't get the throw you want, you must show your skill in making the best of the throw you get." – Terence



DICEY PEAKS – Roll for Adventure!

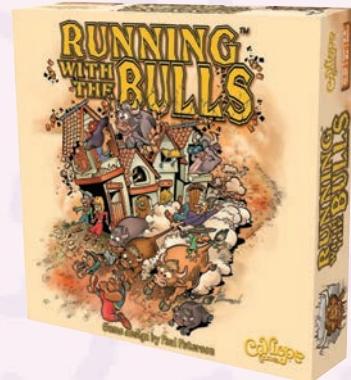
Dice games can be thrilling. The randomness of the results can take a player in adventurous directions. A hallmark of many dice games is its "press your luck" aspect. Unfortunately, many times these games don't give the players meaningful decisions. *Dicey Peaks*, by Scott Almes, is a completely new take on the "press your luck" game. Players choose from a pool of three dif-

ferent types of custom-etched dice, betting on the ones they think are most likely to provide the actions they want. Only after the initial roll, though, does the player choose whether to climb the mountain or rest and gain oxygen. You can figure the odds and set yourself up for success, but when the dice give you unexpected results, you still have the ability to *roll* with the punches and alter your plans. Balancing luck and tactics, and improvising based on dice rolls, is what makes a game like *Dicey Peaks* so fun.

"Fortune confounds the wise, and when they least expect, it turns the dice." – John Dryden

RUNNING WITH THE BULLS – Embrace the Chaos!

Ultimately, no matter how much you plan, dice games have an element of luck. Some players not only accept the chaotic nature of dice games, they revel in it. *Running With The Bulls*, by Paul Peterson, is just such a game. Cross a dice game with a pachinko machine and you have an idea of what you are in for when you and your team run through the streets of El Toro while being chased by mischievous bulls. The frantic runners are represented by colorful dice, and stampeding bulls are represented by even BIGGER dice. The numbers on the dice determine the many paths each will follow, and each player must cleverly play their handful of cards to change the numbers, locations, and placement of the dice on the board. A little planning, and a lot of luck, all add up to chaotic dice fun!



"Life is like dice, so watch the ones you're rolling with." – LeCrae

Dice have often been called the great equalizer. Are you the kind of player that prefers to have little to no uncertainty, a moderate amount of unpredictability, or utter chaos? Take a look at the many dice game there are today. Surely there will be one that can satisfy your need to roll!

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"GLORANTHAN" ESOTERICA AND THE GODSWAR

GLORANCHA: THE GODS WAR CORE GAME

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Glorantha: The Gods War is an asymmetrical strategy game at the end of the universe – or perhaps the beginning of a new one. Each player takes the role of one of the vast elemental powers battling to determine the fate of the cosmos. It features large, colorful painstakingly-sculpted figurines; lots of interaction, both diplomatic and aggressive; and uniquely different empires. For example, a player taking the role of Storm will need to play very differently from the Sun or Earth player.

Glorantha: The Gods War is set in the mythic realm of Glorantha, a setting first introduced to the world by Greg Stafford in 1975. Glorantha and its inhabitants have been featured in novels, art, and role-playing, board, and computer games. In my first full-time job as a game designer, in the 1980s, I was heavily involved in Glorantha's development and expansion, which helped to launch my career. Now, with *The Gods War*, I have returned to this legendary setting. I have loved working on this game and I am excited to see it finally see the light of day.

How does Gloranthan "lore" figure in *The Gods War*? My goal was to keep it low-key – the players who care about it will see its effects, and the players who only care about the fun strategies will effortlessly sail past.

The best way to explain it is to use an example from other common war-themed board games. I play a lot of wargames, many of which take place in WW2. One of my pet peeves about WW2 games is when they strongarm the players into making only historically "correct" moves. Even when the reality was full of surprises and unexpected turnabouts.

For example, in the actual war, both Hitler and Churchill were quite concerned about Turkey's position. Both made extensive efforts and concessions to get Turkey to join the war on their



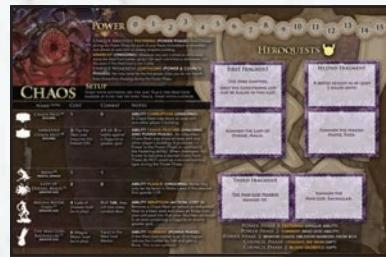
side and, clearly, both believed this to be a real possibility. But most strategic wargames don't even permit this as an option when, plainly, it could have happened.

In one of my favorite games on the topic, Turkey CAN join the war. But it almost never does, because both the Axis and Allied players seek to pull them to their side, and this balances out, keeping Turkey neutral. So, the effect in this game is that Turkey stays neutral, just as in the other games. It's just done in a different way, and feels more "natural," rather than a constraint.

This is the policy I've tried to generally follow in *The Gods War*. Let's take just one example – an important event in Gloranthan mythology is the Lightbringer Quest, which saved the Sun God, Yelm, from hell.

In the game, the Sun God starts in hell, and his faction wants his release. In theory, anyone could release him. But who is likeliest? Only units with a Combat of two or more can

do this. The likeliest empire to release Sun God from Hell in most games is Storm (I would say at least half the time, Storm acts as liberator). Why?



Storm generally has his Champion out turn two, who can move super-fast, so he can reach Hell without delay. Also, since he can free his own units from Hell using Thunder King, he's not as fearful of being stranded himself. This is actually what happens in the Gloranthan myths – Thunder

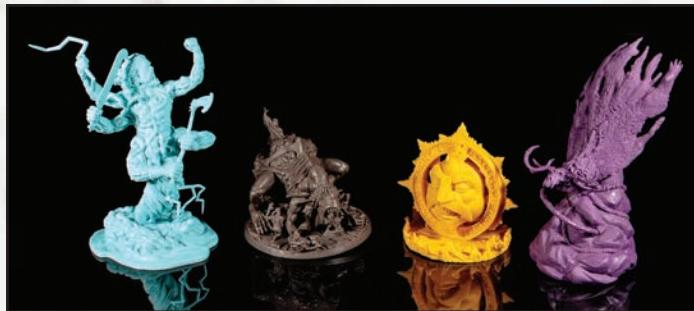
King goes to Hell and lets out the Sun God.

Thus, the mythic reality is reinforced by the game reality. But not with clumsy rules systems. Why can't Darkness or Sea free the Sun God instead? Well, the only Darkness unit with a combat of 2+ is her Greater Goddess. And Sea's greater god has a Combat of one in the early game, and he doesn't summon his hero (the Kraken) till later, due to other responsibilities.

So, in the game, these factions, actually foes of Sky in the legends, are the least likely to free Sun God from hell. Again, mythically appropriate but reinforced by the game. This makes it feel authentic to *Glorantha* fans, but not heavy-handed to most players.

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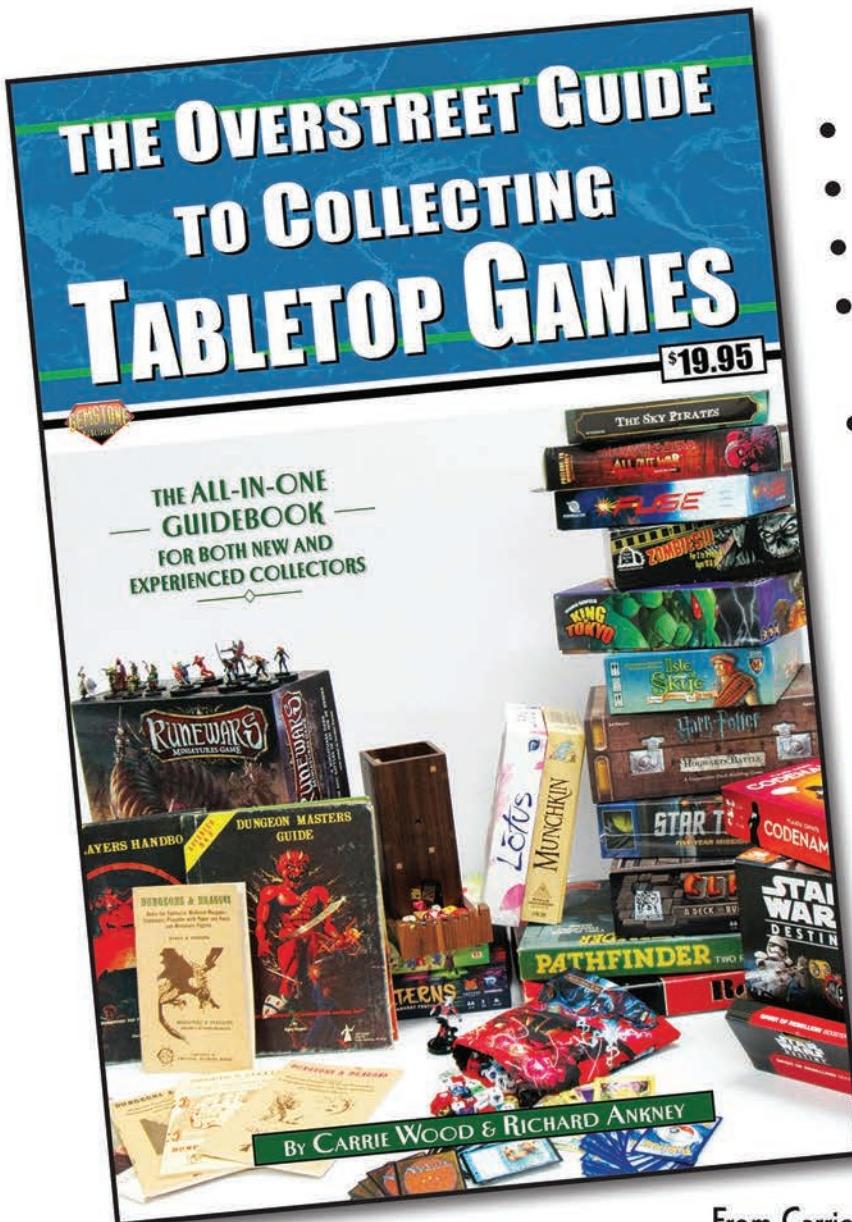
Sandy got his start in the game industry at Chaosium in 1980, working on tabletop roleplaying games. His best-known work from that time is the cult game *Call of Cthulhu*, which has been translated into many languages and is still played worldwide. In 2013 he founded Petersen Games which has released a series of highly successful boardgame projects, including *Theomachy*, *Orcs Must Die!* the board game, and the much-admired *Cthulhu Wars*.



ROLL FOR INITIATIVE

A New Guide is Here!

Tabletop gaming of all kinds is bigger than ever, and Gemstone Publishing's latest "how to" book is here to provide an in-depth look at this booming hobby. *The Overstreet Guide to Collecting Tabletop Games* takes a look at tabletop games of all kinds, from pen-and-paper role-playing experiences to collectible card games, from modules to miniatures, and everything in between. This guide includes the history of tabletop adventures and other board games as well as a look at what makes them so collectible, plus interviews with veteran industry pros and seasoned collectors alike. From the publishers of *The Overstreet Comic Book Price Guide*.



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TERRAFORMING MARS

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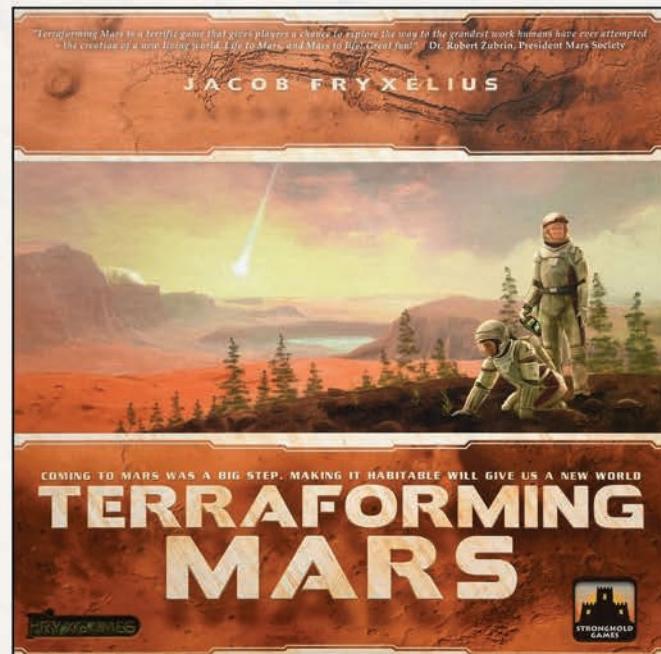
Terraforming Mars has been a world hit, with 13 different language partners and several reprints in just two years. Two expansions were released in 2017, and 2018 will see another two released. Being in the top 10 of the BoardGameGeek hotness list for almost two years straight, and climbing up as the number 4 top game of all times, *Terraforming Mars* has evidently inspired and entertained many gamers, but it wasn't born in a big company.

In 2011, four board game loving brothers released their first couple of games and formed their family business FryxGames, intent on releasing games developed in the family. It's a big family. A creative family. A father who developed his own games. A mother who sets up games in the kitchen in the hopes of trapping someone into playing with her. And 16 kids who inevitably inherited some of that spirit! Yeah, it's one of the biggest families in Sweden. Playtesting wouldn't be a problem.

Enoch, the initiating brother, took the role of being the business man, while Jacob, Daniel, and Jonathan were all game designers. At the Essen fair 2011, the two first games were released: *Wilderness* and *Space Station*. In the after-Essen-euforia, Jacob thought to himself: 'I should make a game about terraforming Mars'. So he did. It was the natural thing to do.

Jacob is a doctor of chemistry, and has studied physics and biology as well. With this love for science, and an upbringing with science fiction and gaming, the key inspirational step was reading the Red Mars trilogy by Kim Stanley Robinson a couple years earlier. Those who have read the book series will recognize quite a few things in *Terraforming Mars*. One of the most inspiring things about the books was the vision of a possible future, where science, politics, and corporate power, intermingled with individual human destinies.

The game focuses on the terraforming process, on presenting a possible future where mankind tames the red planet. For such a huge project, the focus could not be on individuals, but on the corporations and their vast resources put to good use. A bright future where science progresses and disputes don't devolve into wars. This positive setting is conveyed in the light cards design, as well as in the mechanics



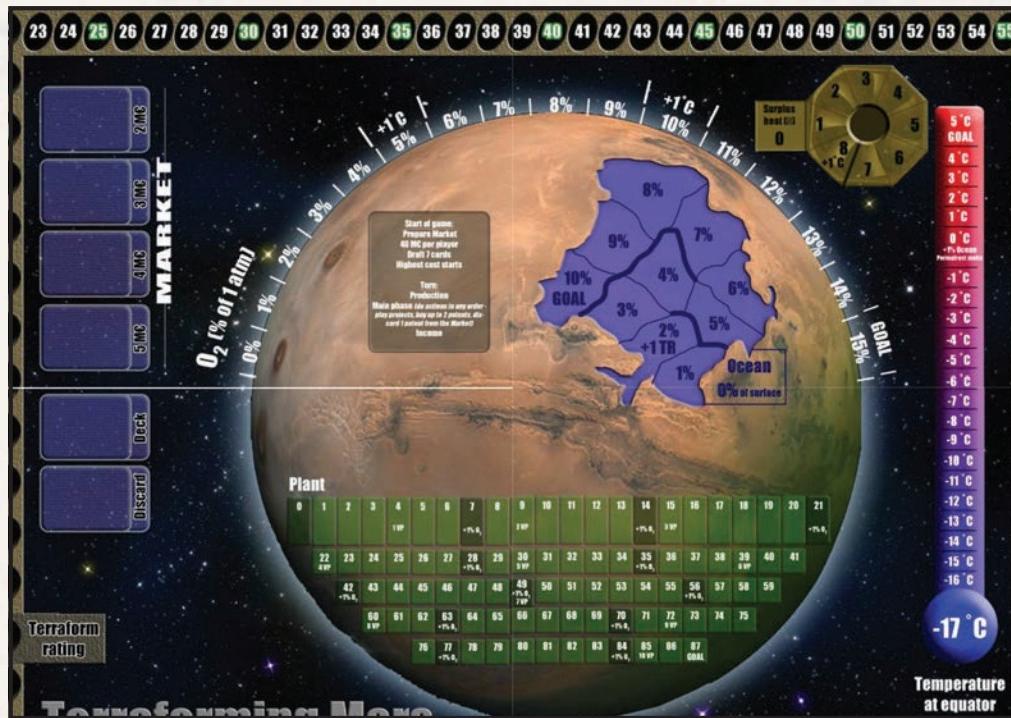
and card effects. Even though the game is competitive, you terraform Mars together, for the good of mankind.

Terraforming Mars involves a few basic parameters. First, it is very cold, so the temperature needs to be raised over the melting point of water. Second, an atmosphere needs to be created. The existing one is super-thin, and only consists of carbon dioxide. We need oxygen corresponding to at least what we have at 3000 m altitude on Earth. It is thin, but perfectly breathable. And Mars is dry, so we need to find enough water sources to create oceans so that a hydrologic cycle can begin (=rain).

These three global parameters are central to the game play, and present opportunities for including scientific principles. When temperature rises, frozen carbon dioxide at the poles can be released to the atmosphere, causing increased greenhouse effect, as simulated by a bonus of heat production for the player raising the temperature. These bonus steps create not only thematic and scientific moments, but also mini-goals to compete for in the game. Raising the temperature to 0 degrees centigrade will similarly release water to the surface. Oceans are placed in low-elevation areas (water flows downhill), giving the game a way to involve Martian geography. Another way is the different placement bonuses where placing tiles (for example ocean tiles) near the equator gives you plant resources because of the warmer temperatures there. Building the atmosphere will increase the greenhouse effect. Every time you raise a global parameter, your terraform rating increases, giving you more end game victory points, as well as increasing your income.

From the beginning, it was obvious that this was going to be a card driven resource management game. Jacob is really into card games, because cards can represent almost anything, which is perfect for this setting where there are so many different things you could





do, both to terraform, and to utilize the red planet and its resources. Heat and plants were mentioned before and are the main ways to raise temperature and oxygen (via photosynthesis), as well as placing greenery tiles on the board, a crucial step in transforming the desert planet into a lush garden. Energy resources are used in different industries, and if not used, the energy is turned into heat according to thermodynamics. MegaCredits are the main currency, but can be complemented by local building materials (steel resources) or space related resources (titanium).

The over 200 unique (!) cards in the game simulate anything from grass and cities or mines to asteroids redirected to crash with Mars or settlements on other worlds, all represented by resources, productions, global parameters, and tiles. This makes for an extremely varied game while still being manageable.



It wasn't always like that though. When his brothers first were presented with the game it was only hand written pieces of paper ('cards') and a sheet with scales. Resources were kept on cards or scales. From this very crude beginning, things developed step by step. Resources were moved to a player board, making resource management much easier. More projects (cards) were continually added. The game board first only held the different scales but a hex grid was later added to allow tile laying and give the player a better visualization of the terraforming process and an arena to interact. Milestones and Awards were added. Blue cards were changed to allow use on the same turn they were played. The turn structure went

from players doing all their actions for the generation before next player could act, to players taking one or two actions at a time, making the game play very smooth. Unique corporations were introduced, and many blue cards were changed into green ones to decrease micro-management. The graphic design went from the first paper pieces to Word-designed cards a little tidier, to a first serious design by Jonathan with icons, to Daniels dystopian version that was too dark for what we wanted, to Isaacs current design presenting a bright future with clear icons. At least 10 different prototypes were play-tested during the five year long development.



As the game came together step by step, tension rose as the public interest and awareness rose with the Curiosity rover, The Martian and Superman movies, and the Mars One project. Would *Terraforming Mars* be THE big Mars game, or would some other Mars game steal the show?

The crucial step, though, was acquiring Stronghold Games, Schwerkraft, and Rebel Games as partners for *Terraforming Mars*. Without them, FryxGames would never have been able to reach the masses.

•••

Dr. Jacob Fryxelius works as a college teacher for chemistry and biology, as well as a game designer. He lives in Stockholm, Sweden, with his wife and four small kids.



THIS WAR OF MINE THE BOARD GAME



A FIGHT FOR SURVIVAL IN THE RUINED CITY

This War Of Mine: The Board Game has become a bestselling title due to its unique theme, open-and-play system enabling players to experience the game right after taking it out of the box, and its quality based on mature subjects of war and morality tackled in unprecedented ways.

Now, over a year after its premiere, the first expansion *Tales from the Ruined City* is about to be released by Galakta. Read on to learn about its contents and how your gameplay will be affected once a player chooses to add the expansion to his or her collection.

First of all, you need to know *Tales from the Ruined City* is based on a number of modules, each of which may be used during the game either in the campaign mode or when choosing one of the scenarios. Some of the modules are rather straightforward and easy to incorporate into the base game, such as the 13th Character, Emira, whose personal scripts have already been included in *This War Of Mine: The Board Game* or the Cat, which can be used more freely now since it is represented both by a dedicated card and a miniature.



Second, with the introduction of the Desperate Measures module, you can affect the difficulty level of each game, as the cards featured in this module give you certain bonuses whenever one of the Characters in your group is removed from the game. Additionally, you will be happy to hear the expansion includes new Chapter Objective cards to make your experience even more varied.

However, *Tales from the Ruined City* truly shines when it comes to its three largest modules: the Sewers, the Farmers with its Market section, and the Incidents comprised of five new Scenarios, each full of new rules and unique game content.

The Sewers is a massive module utilizing many cards representing Corridors and Rooms, forming an underground network of canals, utility tunnels, and old basements hidden in the bowels of Pogoren. When you choose to descend into this place, you can stop worrying about snipers, but the sewers come with their own set of dangers. As you walk through this dark maze represented by the Sewers Map tiles, you encounter different obstacles, unique strangers, and dramatic stories of outcasts. With over 230 new scripts of gripping nar-

THIS WAR OF MINE: TALES FROM THE RUINED CITY EXPANSION
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rative and moral choices, you can be sure every time you enter the sewers, you will return changed.



The Farmers module contains a set of new rules connected with the Market sheet and Wares cards. As many newcomers from the ravaged countryside come to the city, they bring food, tales of atrocities, and a chance for your group to interact with them on a completely new social level. Whenever you return from the Scavenging, you may visit the Market to trade... or to engage in more illicit activities. What is most important – each decision you make at the Market affects the Tolerance track and might trigger one of over 180 new scripts. As you will soon learn, from now on, the world around you will actively react to your deeds in ways not seen before in *This War Of Mine: The Board Game*.

Finally, the Incidents module offers five new Scenarios, instead of a standard campaign. Although there were 2 Scenarios included in *This War Of Mine: The Board Game*, *Tales from the Ruined City* takes this idea to a wholly different level, with each Scenario featuring a unique theme and a special set of elements, such as sheets, cards, tokens, and even "legacy" envelopes containing rewards for winning a given Scenario. No matter whether you choose a tale of a horrible epidemic decimating the citizens of Pogoren, a crime story about a stabbing in your Shelter, or a Shakespearean drama about a pair of lovers trying to survive the siege, you will immerse yourself in the narrative to the utmost.

To sum up, we believe the *Tales from the Ruined City* expansion will bring you much enjoyment and will make your *This War Of Mine: The Board Game* experience even more rewarding. The premiere is planned for Q4 2018 and the publisher just can't wait to show you the fruits of their work.

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Marek Mydel is project manager for the *This War of Mine: The Board Game* line at Galakta. He is also a seasoned gamer and designer and was part of the team developing the *Tales from the Ruined City* expansion.





GAMES

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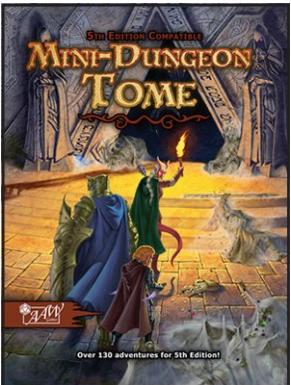
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AAW MDT5E \$59.99

PATHFINDER

AAW MDTPF \$59.99

AKIBABUS



BOXITALE: ELITE EXPLORERS

An innovative table top game that uses a smartphone/tablet to stream an animated series taking place in a galactic universe. Captain Kadara has a secret mission of investigating the existence of an unknown space station found on an asteroid near Venus. He assembles a team that includes: Lumi, an I-can-fix-all technician, a professor and the kids. Together, they discover the truth about the space station and they need to face the upcoming challenges that come with this new knowledge. The kids use various crafted techniques and a lot of imagination and creativity to solve the challenges and save the Earth. Scheduled to ship in September 2018.

AKB 1200001 \$39.90



BOXITALE: MINI BOXITALE

Boxitale mini assembly adventure game uses a smartphone/tablet to stream an original animated story. The story is full of challenges that need to be solved using *Boxitale*'s special patent pending connectors and rods. Once built, the result is uploaded into the story. Scheduled to ship in September 2018.

AKB 1300002 \$35.00

ARES GAMES



THIS WAR OF MINE: TALES FROM THE RUINED CITY EXPANSION

As the siege of Pogoren escalates, its citizens must employ new methods of survival. Players are forced underground to protect themselves from shelling only to discover that the city sewers have a lot to offer - both in terms of danger and opportunities. As if this was not enough, newcomers from the countryside bring tales of atrocities as well as supplies from their destroyed homes. Will players welcome them with open arms or close their door to keep all strangers away? *Tales from the Ruined City* enables players to explore the city to its fullest. Sewers offer new ways to travel and scavenge, Farmers with their Market are there to trade... or to steal from if players are pushed to the limit, while Thugs threaten to take everything from the Shelter. Scheduled to ship in November 2018.

AGS ENTWM02 \$44.90



BOXITALE: KNIGHTS OF NATURE

An Innovative table top game that uses a smartphone/tablet to stream an animated series taking place in a secret land called El Animal where Alen, Drama and the kids are part of a group called the Knights of Nature. The group meets regularly in their hiding place at the treehouse, but something strange happens. A book starts to move on the book shelf, and they find themselves in the mystical land, El Animal, where evil forces take control of the animal powers. Players use various crafted techniques and a lot of imagination and creativity to solve the challenges and save El Animal. Scheduled to ship in September 2018.

\$39.90

ALC STUDIO BVBA

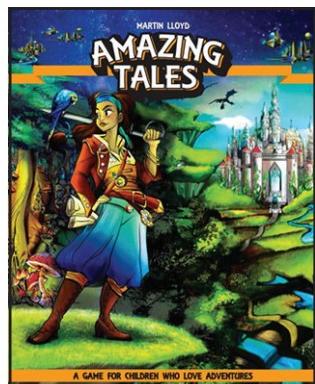


TERMINATOR: GENYSIS BOARD GAME - FALL OF SKYNET EXPANSION

Terminator Genisys: Fall of Skynet allows you and a fifth player to join the resistance as your team siege Cheyenne Mountain, Skynet's Central Core. The game includes six further missions to play, as well as a Mission Generator to help create new scenarios to play through new objectives. With this addition, you're getting an "arcade mode" version of the game that is focused on one-off skirmish play, creating hundreds of possible missions to play! Scheduled to ship in November 2018.

ALC RHTG202 \$60.00

AMAZING TALES



AMAZING TALES

Covering the specific challenges of making up stories that work for kids, different ways of handling fights in childrens games and ways to keep magic magic. Four sample settings for Amazing Tales, each with suggested characters and skills, tips for story tellers and ten story seeds - ideas just waiting to become *Amazing Tales*. The 96 page hardback book features 28 pages of full color illustrations and is embellished with black and white line drawings throughout. Perfect for sharing with adventurous children to inspire their adventures. Scheduled to ship in October 2018.

AMZ 001 \$19.95

AWFUL FANTASY



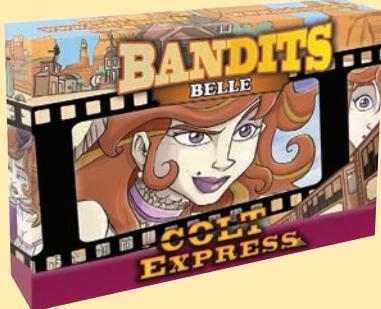
AWFUL FANTASY ADVENTURES

Awful Fantasy Adventures is a quick-playing and "self-expanding" cooperative card game in which players take control of ridiculous heroes in the *Awful Fantasy* universe and must work together to defeat the endless stream of absurd threats out to stop them from completing their quests! While the game's core components offer an easy-to-learn and fast-paced co-op experience, the included "Adventure Packs" not only expand the game, but modify the rule book itself! Scheduled to ship in December 2018.

AWF 0002 \$30.00



FEATURED ITEM

**COLT EXPRESS:
BANDIT PACK -
BELLE EXPANSION**

Belle charms the bandits, moving them in her direction. She can steal them all their Jewels. If she is the richest bandit at the end, she wins. Scheduled to ship in October 2018.

ASM COLT05 \$7.99

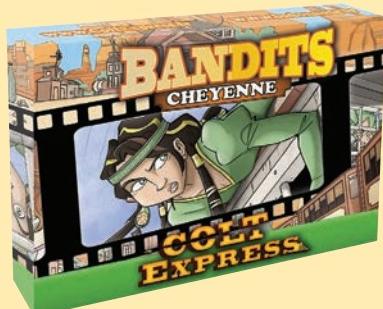


FEATURED ITEM

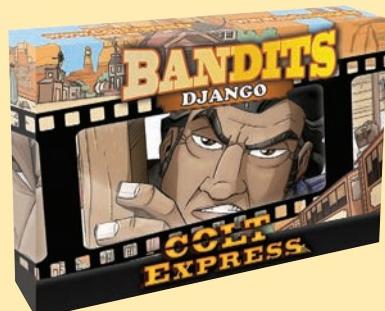
**COLT EXPRESS: BANDIT
PACK - CHEYENNE
EXPANSION**

Cheyenne has all the bags at the beginning of the game. Cheyenne shoots the Bandits with poisoned arrows. They can be cured using the antidotes they may loot. But if you are poisoned at the end of the game, you cannot win. Scheduled to ship in October 2018.

ASM COLT06 \$7.99



FEATURED ITEM

**COLT EXPRESS: BANDIT
PACK - DJANGO
EXPANSION**

Watch out for Django's dynamite. It may hurt you and make you start again in the last wagon. Django can't win but he will punch and shoot every bandit within range. Scheduled to ship in October 2018.

ASM COLT07 \$7.99

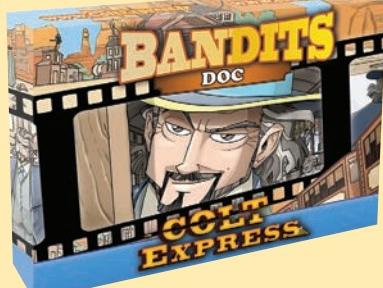


FEATURED ITEM

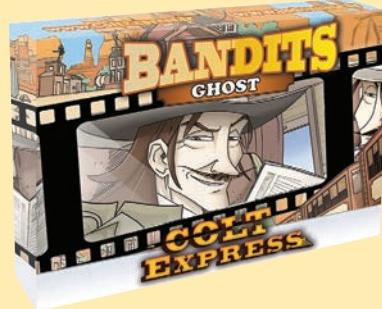
**COLT EXPRESS:
BANDIT PACK -
DOC EXPANSION**

The last player who shot Doc has his respect. He makes the decision for Doc during the game. Scheduled to ship in October 2018.

ASM COLT08 \$7.99



FEATURED ITEM

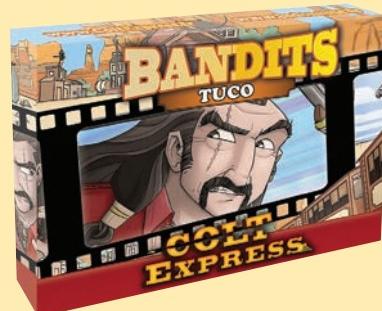
**COLT EXPRESS: BANDIT PACK - GHOST EXPANSION**

Ghost is looking for the special suitcase. He wants it more than nothing else. He wins if he has it at the end of the game. Scheduled to ship in October 2018.

ASM COLT09 \$7.99



FEATURED ITEM

**COLT EXPRESS: BANDIT PACK - TUCO EXPANSION**

Tuco and the Marshal are enemies. If you succeed in making them meet, you get a reward. Tuco cannot win. Scheduled to ship in October 2018.

ASM COLT10 \$7.99



FEATURED ITEM

**DIXIT: ANNIVERSARY EXPANSION**

Have even more fun with the addition of *Dixit Anniversary*! Use the cards from the *Dixit* base game or those in the expansion. You can also mix the two. The game ends when one or more players reach 30 points on the scoring track. Scheduled to ship in October 2018.

ASM DIX11 \$29.99

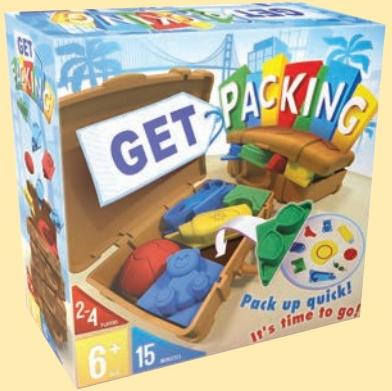


FEATURED ITEM

GET PACKING

It's time to go on vacation! How quickly can you pack your bags? The quickest one to pack their bags wins! *Get Packing* is a puzzle game that will send your neurons on vacation. Take all the items named on the card and place them inside the suitcase. The goal is simple: be the fastest to complete your card and close your suitcase correctly! *Get packing* contains four suitcases, 52 plastic items that you pack, and 30 fully illustrated cards featuring several difficulty levels. This entertainingly quick puzzle game will have all ages packed and ready for vacation with a smile in tow. Scheduled to ship in September 2018.

ASM SF01EN \$24.99



FEATURED ITEM

OLIVER TWIST

You are members of a gang of street urchins working for that old scoundrel Fagin. He gives you a little money in exchange for what you glean picking pockets across London (actually, he fences the goods you bring him for far, far more. But, well...). During the game's two rounds - day, then night - you must steal as many objects as you can to sell to Fagin, while trying to avoid getting yourself noticed by the police. Only the wealthiest (relatively speaking...) at the end of the game will have any hope of earning their freedom! Scheduled to ship in October 2018.

ASM PBOT01 \$39.99



FEATURED ITEM



JACK AND THE BEANSTALK

Climb the Magic Beanstalk to reach the Giant's castle and bring back as many sacks of gold as possible! A game of skill and cheap tricks for the whole family (even those who don't like beans)! Scheduled to ship in October 2018.

ASM PBJB01 \$24.99

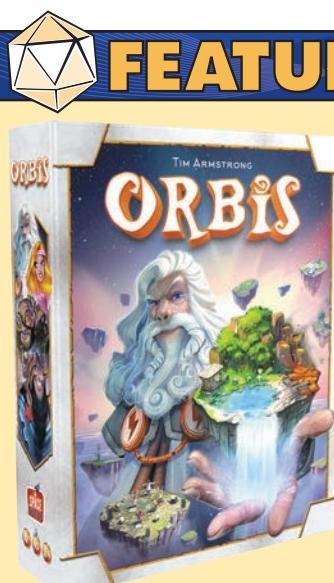


FEATURED ITEM

ORBIS

Lands populated with worshipers are lost in the Aether. Select and assemble these regions to create the most beautiful universe! Manage your regions and personify the best god. A tactical game for all in the tradition of *Splendor*. Simple rules for playing fast and smooth games. A positive game: at the end of the game, whether or not you win, each player will have made their own world! Scheduled to ship in October 2018.

ASM SCOR01 \$39.99



FEATURED ITEM



KEMET: SETH EXPANSION

In the heart of the delta, a dark purple gleam streaks the skies, filling your troops' hearts with fear. An ancient god awakens; his cruelty is matched only by his fury. Seth is back. In *Kemet: Seth*, you will be able to embody the all-powerful jackal-headed god or become one of the members of a force who will have to coordinate together to save the black lands! The time of the fratricidal wars is over. The time has come to unite against the common enemy. But who will win? The alliance of players or the cruel power of Seth? Scheduled to ship in October 2018.

ASM KEM03 \$59.99



FEATURED ITEM

SHADOWS: AMSTERDAM

A crime has been committed. The police investigation is going nowhere. Your detective agency was tasked by a client to investigate... but another agency is on the case as well! In *Shadows: Amsterdam*, compete against a rival team in a real-time competition, using pictures to communicate within your own team. Follow the leads of your Intelligence Officer to move from tile to tile through the city. Find three pieces of evidence and deliver them to the client before your opponents! The police don't want you on the case, so you'd best stay out of their way... Scheduled to ship in October 2018.

ASM SHD01 \$29.99





FEATURED ITEM



TIMELINE: CLASSIC (DISPLAY 6)

While other versions of Timeline are focused on certain elements (events, inventions, discoveries, etc.), *Timeline Classic* is a highly engaging version that encompasses multiple themes in one convenient package. Was the pencil invented before Washington crossed the Delaware? Find out in this incredibly engaging educational trivia game. Each card has a different event/invention/etc. on it, and on the opposite side of the card is the date in history that it occurred. Players start with one randomly drawn card in the middle of the table to form the timeline, and on your turn, you place a card before or after it - depending on when you think this happened. Leave the card in place if you are correct or discard it and draw a new one if you're wrong. The first player to get rid of all their cards wins! Scheduled to ship in October 2018.

ASM TIME03 \$9.99



FEATURED ITEM

TIMELINE: EVENTS (DISPLAY 6)

JFK's assassination, The Salem Witch Trials, the last Crusade... Do you know in which order these events unfolded in history? If not, now's your chance in *Timeline Events*. Each card has a different event on it, and on the opposite side of the card is the date in history that it occurred. Players start with one randomly drawn card in the middle of the table to form the timeline, and on your turn, you place a card before or after it - depending on when you think this event took place. Leave the card in place if you are correct or discard it and draw a new one if you're wrong. The first player to get rid of all their cards wins! Scheduled to ship in October 2018.

ASM TIME02 \$9.99



FEATURED ITEM

TIMELINE: INVENTIONS (DISPLAY 6)

Was the light bulb invented before or after glasses? In *Timeline Inventions*, you can learn the answer to this question and many more, all while having fun! Each card has a different invention, and on the opposite side of the card is the date it was invented. Players start with one randomly drawn card in the middle of the table to form the timeline, and on your turn, you place a card before it or after it - depending on when you think it was invented. If placed correctly on the timeline, the card remains. Otherwise,

the card is discarded, and a new one must be drawn to replace it. The first player to get rid of their cards wins! Scheduled to ship in October 2018.

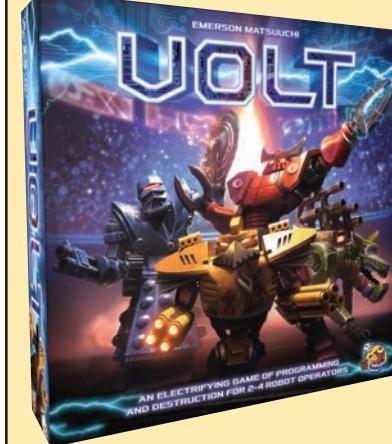
ASM TIME01 \$9.99



FEATURED ITEM

VOLT

In *VOLT*, each player takes the role of an operator controlling one robot to challenge other players. By "programming" 3 steps ahead, players try to anticipate the moves of other robots, aim to destroy them, or try to control spaces in the arena that get them victory points. The game includes an easy-to-begin training guide but still leaves experienced players with plenty of different modules to make their robot battles even more exciting and merciless. Scheduled to ship in October 2018.



ASM HB13 \$50.00

BEDROCK GAMES

OGRE GATE: HOUSE OF PAPER SHADOWS

In the southern lands of Hai'an, The House of Paper Shadows looms... Inside the walls of the House of Paper Shadows, adventurers encounter halls of flesh and paper, spirited beasts and an assortment of other horrors. Some may discover gateways to the past and the dark root of a terrible curse. The House's chambers are deadly and guarded by shadows that are more than they seem. The *House of Paper Shadows* is a wuxia-horror adventure for Wandering Heroes of OGRE Gate. It includes a complete map and description of the Shadow House which features new monsters, traps, characters, Kung Fu Techniques, and a mini-time travel mystery adventure. Scheduled to ship in October 2018.

BED 9005 \$19.99



BEZIER GAMES

ONE NIGHT ULTIMATE SUPER VILLAINS

One Night Ultimate Super Villains is a standalone game in the *One Night* series that's perfect for the whole family to enjoy, challenging you to capture the baddies and save the world! *Super Villains* can also be combined with the other entries in the series — *One Night Ultimate Werewolf*, *Daybreak*, *Vampire*, and *Alien* — to create even more fun and chaos. Scheduled to ship in November 2018.

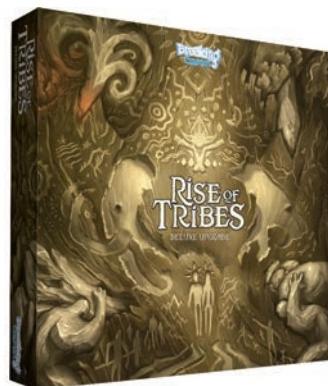


BEZ ONSV \$24.95

BREAKING GAMES

RISE OF TRIBES: DELUXE EXPANSION

Take your customers to the next era! The Deluxe Upgrade Kit (requires standard edition to play) provides wooden component replacements for 94 pieces in the Standard Edition. This deluxe upgrade is our most popular version of the game among Kickstarter backers and is also available at wholesale prices on our retailer portal. Requires *Rise of Tribes* to play. Replaces cardboard pieces with high quality wood. Entire Deluxe Upgrade box can be stored inside the base game. Scheduled to ship in August 2018.



BRK 110348 \$25.00

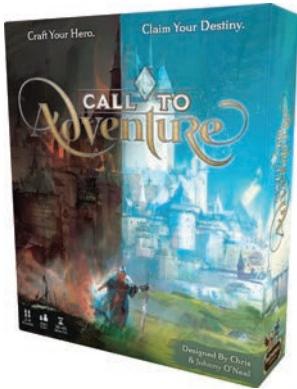


BROTHERWISE GAMES

CALL TO ADVENTURE

Inspired by the heroic storytelling tradition, *Call to Adventure* gives each player an Origin, a Motivation, and a Destiny. From there, players then take their heroes on an adventure where they acquire traits, face challenges, gain allies, and defeat adversaries. When the game is done, each player tells the story of their hero, from humble origins, to their grand destiny.

BGM 018 \$39.95

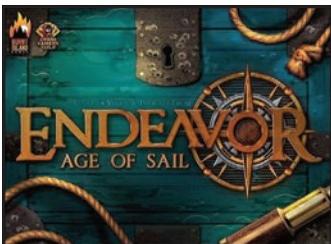


BURNT ISLAND GAMES

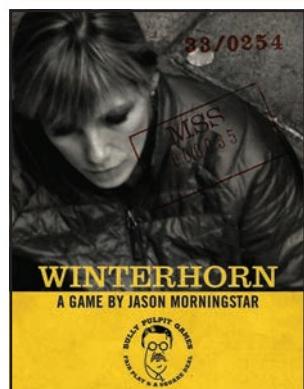
ENDEAVOR: AGE OF SAIL

In *Endeavor: Age of Sail*, players strive to earn glory for their empires. Sailing out from Europe and the Mediterranean, players will establish shipping routes and occupy cities the world over. As they do so, players will leverage their growing industry, culture, finance, and influence, building their empire and extending their reach into the far-flung regions of the world. Scheduled to ship in November 2018.

BTI 1001 \$75.00



BULLY PULPIT GAMES



WINTERHORN RPG

Gun-runners. Bomb-makers. People who deserve to be thrown in a dark hole somewhere. As government agents, your goal is to nudge them into destroying themselves, using every trick in the book: black bag jobs, disinformation, spinning up rival front groups, and even escalating to vandalism and violence when necessary. Your mission, with the full force of the government behind you and time running out, is to get WINTERHORN's members fighting like rats in a bucket. They need to fall apart before they can hurt anyone, and the states' hands need to stay clean. They won't know what hit them. Scheduled to ship in July 2018.

BPG 047 \$18.00

BUSHIROAD



CARDFIGHT VANGUARD:

REN SUZUGAMORI

TRIAL DECK DISPLAY (6)

Featuring a Trial Deck for Shadow Paladin, the clan used by Team Asteroid's leader, Ren Suzugamori! Includes four copies of Trial Deck exclusive cards such as The Dark Dictator and Blaster Dark. A Blaster Dark with Akira Ito's hot-stamped signature will be inserted randomly. A Gift Marker with RRR treatment and Akira Ito's signature will be inserted randomly. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW VGEVRD04 PI

CARDFIGHT VANGUARD:

STRONGEST! TEAM AL4 BOOSTER

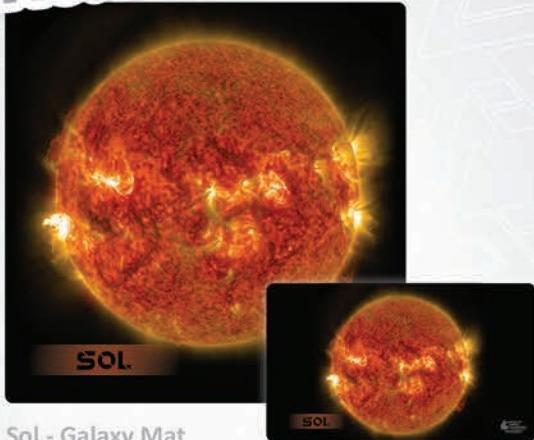
DISPLAY (16)

This is the booster pack that includes the four clans used by Asteroid's strongest members, Team AL4. This booster can strengthen the Shadow Paladin clan's Trial Deck Vol.04 Ren Suzugamori. Dark Irregular, Pale Moon, and Murakumo decks can be constructed with just this booster. Each box will include a pack of Gift Markers (one each for Force, Accel, and Protect, with one of them being a unit illust version). **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW VGEVBT0 PI

GAMES

New! Galaxy Mats



Sol - Galaxy Mat

Sol: The center of our solar system comes to glorious life with this stunning Galaxy Mat. Bring the fiery orb Sol, giver of life and warmth to your tabletop and provide the ultimate personalized space for work, play or craft. Look for more Galaxy Mats and get the complete set!

Available in sizes 14x24 in and 36x36 in.

MSRP \$17 (14x24) \$55 (36x36)



Pluto - Galaxy Mat

Pluto: Lord of the Underworld. This tiny dwarf planet was only discovered in the 20th century and marked a new era of study of the solar system, with the discovery of several more objects at the edge of our local space. Now you can bring the ruler of Hades to your tabletop and provide the ultimate personalized space for work, play or craft. Look for more Galaxy Mats and get the complete set!

Available in sizes 14x24 in and 36x36 in.

MSRP \$17 (14x24) \$55 (36x36)



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FORCE OF WILL: NEW DAWN RISES BOOSTER DISPLAY (36)

Join us, as the curtain rises on a new era of *Force of Will*. This time we return to Valhalla, a world familiar to some of our long-time players. We've been listening to the voices of our precious players. The set will instead start with 10 rulers from the five starter deck, of which players will use to battle with for the year to come. These new 10 rulers will have unique cards called "Runes". The power level of new runes released in further sets will be strictly adjusted based on the performance and usage frequency of the 10 rulers at high-level events. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW 526097 PI



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FORCE OF WILL: NEW DAWN RISES ATTRIBUTE DISPLAYS (5)

This time we return to Valhalla, a world familiar to some of our long-time players. And so, for the entirety of New Valhalla, rulers will be independent from the booster packs. The set will instead start with 10 rulers from the five starter decks, of which players will use to battle with for the year to come. Each deck is able to be split into two half decks, allowing players to play with a friend right away. Of course, you can play the deck as is and choose between the two available rulers, enjoying a traditional *Force of Will* experience. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

DARKNESS YCW 525656 PI

FIRE YCW 525625 PI

LIGHT YCW 525618 PI

WATER YCW 525632 PI

WIND YCW 525649 PI



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FUTURE CARD BUDDYFIGHT ACE: ULTIMATE BOOSTER VOL. 1 SUPERHERO WARS OMEGA - ADVENT OF COSMOMAN! DISPLAY (10)

Introducing a special booster dedicated to everyone's favorite Hero World. Featuring decks built around 'Cosmoman,' buddy of a new character from the anime named Mamoru. Grab hold of victory with various superhero gimmicks. Furthermore, this pack will highlight a new deck build catering to advanced fighters. Without giving away too much, it involves making use of certain items known as Weapon... Let's not forget about power-ups for existing Hero World decks with Darkhero, Brave Machine, Battleship, Superheroine, and so on! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW BFESUB01 PI

FUTURE CARD BUDDYFIGHT ACE: ULTIMATE BOOSTER VOL. 2 MIRACLE FIGHTERS MIKE & MEL DISPLAY (10)

A specialized pack which allows fighters to form these two characters' decks. With this product, you can form Miko's Katana World deck, as well as Mel's Dungeon World deck. Miko's Katana World deck features Japanese Mythology motif, and can fight dynamically with special items. Mel's Dungeon World deck on the other hand features a fairy tale motif, and monsters enter the field with the aid of [Counter]...?! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW BFESUB02 PI



WEISS SCHWARZ: FATE/APOCRYPHA BOOSTER PACK DISPLAY (20)

The Great Holy Grail War of 7 Servants VS 7 Servants, plays out on this Weiss Schwarz battlefield! Relive the Masters' Command Spells or the Servants' Noble Phantasms through various abilities and Climax Combos. Multiple cards that strengthen the prowess of cards from the simultaneously released Trial Deck+! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW WSEBPFAP0 PI

WEISS SCHWARZ: TRIAL DECK+ FATE/APOCRYPHA DISPLAY (6)

This Trial Deck+ zooms in on the first four episodes of the anime, and is the perfect start to your Weiss Schwarz journey. Featuring only two colors — red and blue — this Trial Deck+ allows you to get a good grasp of the game. Characters in this TD+ include: Ruler, Sieg, Shirou Kotomine, Kairi Shishigou Servants of Red: Saber, Archer, Lancer, Rider, Berserker, Assassin — Servants of Black: Saber, Archer, Lancer, Rider, Caster, Berserker **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

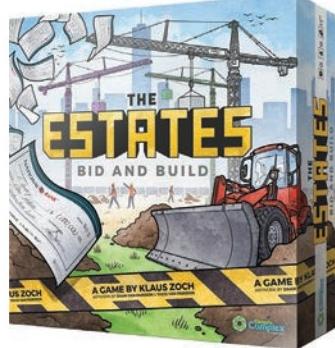
YCW WSETDFAP0 PI

CAPSTONE GAMES

THE ESTATES: BID AND BUILD

The players take on the role of investors seeking to make the most money by developing buildings in *The Estates*. Players will bid for the various building pieces and place them in *The Estates* to their benefit. All buildings in completed rows score positive points, while all buildings in incomplete rows score negative points. It is possible to have zero completed rows of buildings. Scheduled to ship in December 2018.

CSG SC1002 \$49.99



OFFERED AGAIN

O/A THE CLIMBERS

They gazed at the massive structure of colorful blocks neatly stacked before them. The goal was simple: climb to the highest level possible. The catch? You can only touch surfaces that match your player color or the neutral surface. To help you ascend, you may move and rotate blocks, use ladders, and position blocking discs to divert fellow climbers. Scale to greater heights in *The Climbers*, an easy-to-learn, all-wooden, 3D strategy game.

CSG SC1001 \$49.99



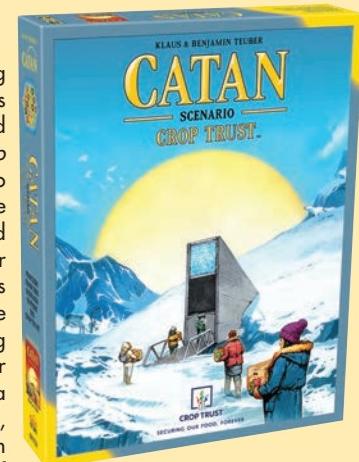
CATAN STUDIOS



CATAN: SCENARIO - CROP TRUST

Catan: Crop Trust is a compelling new scenario for Klaus Teuber's award-winning *Catan* board game. A cooperation of the Crop Trust and *Catan*, this scenario allows players to experience mankind's vital struggle for seed diversity. Players balance their individual need to harvest crops versus their collective need to store seeds for future use. By harvesting too many crops, they endanger the seed diversity necessary to a healthy environment. In so doing, they threaten their world with mass extinctions and a collapse of the food supply. Scheduled to ship in October 2018.

CSI CN3126 \$25.00



CEACO

CAHOOTS

In this colorful card game, cooperation is key! Play cards to one of four piles by matching color or number. Work together as a team to complete a series of goals — without communicating what's in your hand. Can you make all piles purple or green? Every card lower than four? All cards add up to 10? There's only one way to win before time runs out: play in cahoots! Scheduled to ship in August 2018.

GWI 115 \$15.00



**CHA CHA CHIHUAHUA**

Jump, jive, and wag your tail! Draw cards to get these peppy perros to join your doggy dance-a-thon. Pav away another player's pups with some fetching food, but watch out for "siesta" cards that will send your dog-tired dancers straight to the Nap Shack! End the party with the most Chihuahuas on your dance floor and you're the cha-cha-champ! We love games that promote silliness. And what could be sillier than a pack of Chihuahuas that love to dance the Cha-Cha?! Scheduled to ship in August 2018.

GWI 422 \$16.00

**CHILL OUT!**

Fun on the rocks! A bevy of freshly-squeezed drinks waits to be served - all they need is ice! Roll the color die, choose a matching tray, and scoop up the ice cubes. Then drop them one at a time around the board, hoping to land some in your cup. Snag a blueberry for extra points, but watch out for slippery hands trying to snag your cubes! Fill up the frostiest float and you're the coolest! Scheduled to ship in August 2018.

GWI 423 \$16.00

**SQUIRMISH**

Enter The Squirmish, a ridiculous rumble where creatures clash and only the strangest survive! Draft an odd-squad of warriors with names like Kittylops, Pompaduck, and Killgor the Conqueror. Then position them into the melee and roll to attack. Each of seventy scappers has its own preposterous powers, so you'll need strategy - and a bit of luck - to survive! Knock out the competition and become the beastie boss! Scheduled to ship in August 2018.

GWI 113 \$16.00

**FORBIDDEN SKY**

Soar to dizzying heights in this electrifying cooperative adventure! Work as a team to explore a mysterious platform that floats at the center of a savage storm. Connect a circuit of cables to launch a secret rocket - all before you are struck by lightning or blown off to the depths below! What started off as a simple island adventure has evolved into an ever-developing storyline. From ocean, to desert, and now to the sky, this latest installment takes you to new heights with several novel challenges, including collectively planning a terrain using only limited information, and constructing a real electrical circuit. Scheduled to ship in August 2018.

GWI 424 \$40.00

**TRASH PANDAS**

Trash is treasure! In this raucous card game, paw through the deck to find sets of day-old pizza, half-eaten candy, and other luscious leftovers. Roll the die to tip over the garbage or raid a rival's rubbish, if there's no Doggos standing guard. The more you roll, the more actions you can take - but get too greedy and your turn is scrapped! Stash the most trash and you're pick of the litter! Scheduled to ship in August 2018.

GWI 252 \$12.00

**TWIN IT!**

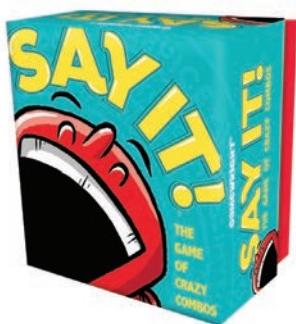
On the double! In this game of fast reflexes, quickly reveal cards featuring over 100 dazzling designs. Spot an identical pair and race to grab the match. But beware - some patterns are deceptively close and others can be stolen if a third match appears! So focus your eyes and ready your hands - you've got to be in it to Twin It! Scheduled to ship in August 2018.

GWI 253 \$15.00

**LONG COW**

It's the moo-mentous card game of competitive cattle construction! Build cows by collecting heads, tails, and middles from the deck. The longer the cow, the more points you score. Bolster your barn with holy cows, robot cows, and even a cross-bred Franken-cow. But make hay before your herd is hit by a tornado, or worse- an alien abduction! Round up the biggest bovines and party like the cows came home! Scheduled to ship in August 2018.

GWI 7119 \$16.00

**SAY IT!**

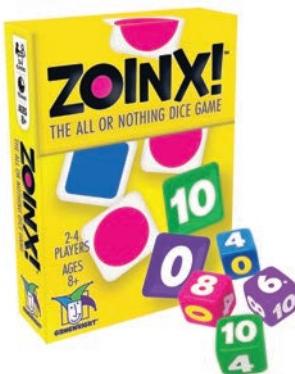
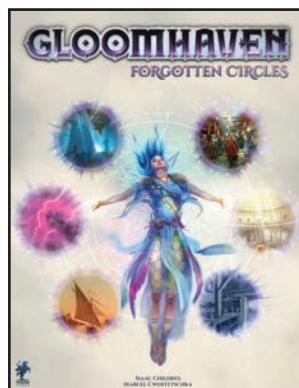
It's the frantic party game where crazy combinations lead to laugh-out-loud answers. Draw a pair of prompt cards, and then compete to shout out the most entertaining response. What's "something sticky"... "that you find in the couch cushions?" Or "something shocking..." "you know too much about?" Don't delay it, just Say It! Scheduled to ship in August 2018.

GWI 1109D \$10.00

ZOINX!

It's high-rolling hijinx with this game of dicey decisions! First, all players secretly predict how many dots they think you will roll. Then shake the dice and keep rolling as long as you meet your target. But push your luck too far and Zoinx! - you lose everything and the points go to the players who bet against you! Do you play it conservatively and go for small points, or do you have to catch up to the leader by putting all your points on the table. All along, stay aware of the odds or else you may zoinx out! Scheduled to ship in August 2018.

GWI 1206 \$11.00

**CEPHALOFAIR GAMES****GLOOMHAVEN: FORGOTTEN CIRCLES EXPANSION**

This is the first expansion for Gloomhaven featuring twenty new scenarios that take place after the events of the original Gloomhaven campaign which involve one new character class the Aesther Diviner and her attempts to prevent an approaching calamity. The accompanying scenario book breaks these scenarios up across multiple pages to create more dynamic and surprising encounters. The expansion also features seven new monster types (including three new bosses) and fourteen new items. Scheduled to ship in November 2018.

CPH 0211 \$30.00

**SNEAKY CARDS 2**

54 brand new missions! Become a secret agent of joy, spreading creativity and kindness to an unsuspecting public. Give a stranger flowers, challenge someone to a dance-off, throw an impromptu surprise party. Complete each objective and then pass along the card to an unwitting accomplice, who now becomes part of the game. The fun is ever-expanding, but it all starts with you - Play it forward! Scheduled to ship in August 2018.

GWI 352D \$10.00

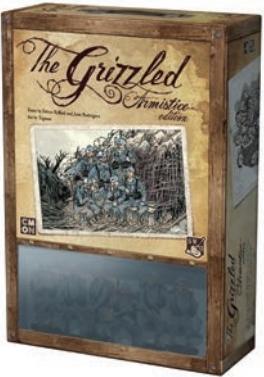


CMON

**BLUE MOON CITY**

Blue Moon City, once the capital of the land, has been reduced to rubble. The long war of succession is over, and the various people left in the city are looking to rebuild. They are working hard to return the city to its former glory. But only one group will lead the reconstruction, and thus have the right to rule in this new age of peace. In *Blue Moon City*, players are looking to restore the buildings of the ancient capital. Collecting together work groups from among the populace, they add their contributions to the reconstruction efforts. When a building is repaired, it gives bonuses to any player that helped, but a bigger bonus to the one that contributed the most. Those rewards can come in the form of Crystals, which are offered up to the central Obelisk. Once a player has made the required offering, they will ascend to leader of *Blue Moon City*.

COL BMC001 \$39.99

**THE GRIZZLED:
ARMISTICE EDITION**

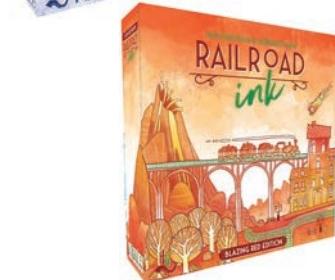
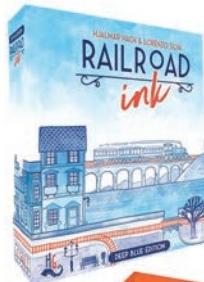
On August 2, 1914, the young men of a small French village gathered in the town square in stunned silence to contemplate the General Mobilization order plastered to the door of the town hall. Soon, they will leave everything they know to head to boot camp for training and then, to war. Will their friendship be strong enough to survive it? In *The Grizzled: Armistice Edition*, players take on the role of soldiers facing the Trials and Hard Knocks of the first World War. They work cooperatively across a campaign where they confront the major events of the war. From the introduction scenario of Boot Camp, through the nine different Missions, everything that happens carries forward and affects the next steps of the game. Players will need to make good decisions and support each other if they hope to make it to the end of the war alive.

COL GRZ003 \$49.99

**NARCOS: THE BOARD GAME**

The drug war is in full swing in Colombia, and the man who controls the biggest operation is known as the Patron. His enemies are numerous, and they'll stop at nothing to bring his empire to its knees. He will have to avoid his would-be captors, as he moves from one Location to the next, using his many properties as hideouts in a high stakes game of cat and mouse. In *Narcos: The Board Game*, based on the Netflix original show, one player takes on the role of the Patron, while the others become the Factions forming a tense alliance in their search for the cartel kingpin. Unfortunately for the Patron, his Sicarios leave behind clues to his Location, allowing the Factions to close the net. Are the Patron's days numbered, or will he find a way to escape his pursuers?

COL NRC001 \$54.99

**RAILROAD INK**

New lands have opened up and the race is on to create the best network of rail and road lines through it. In *Railroad Ink*, players roll the Route dice and must then draw the subsequent results on their individual Route boards. Players score points for having long interconnected Routes, as well as connecting the entry points to their board, plus having Routes through the center of their boards. But beware, they'll lose points for leaving unfinished lines. In the *Deep Blue Edition*, the Lake and River dice add in some cool, refreshing waterways to the maps. But in the *Blazing Red Edition*, Meteors fall from the sky and Volcanoes erupt from underground. It's a challenge to keep their roads and rails from getting destroyed, and having to repair them when they are. Or, players can combine the two for epic, 12-player games!

BLUE

COL RRI001 PI

RED

COL RRI002 PI

A SONG OF ICE & FIRE: TABLETOP MINIATURES GAME**STARTER SET - FREE FOLK**

The Free Folk in the north care not for the squabbles of the various Houses south of The Wall. These nomadic tribes will go where they please. And recently, they've been flowing their way into warmer climes. However, the people already in those lands don't take kindly to what appears to be an invasion force. Both sides are arming for war. The *A Song of Ice and Fire: Tabletop Miniatures Game Free Folk Starter Box* has everything a player needs to start a Free Folk army. It contains two full units of Free Folk Raiders and Savage Giants, along with a unit of Free Folk Trappers. Additionally, it has various Unit Attachments, Commanders, and NPCs to customize what players field. Also included is the game rulebook, dice, tokens, measuring sticks, terrain templates, and everything necessary to send a force to war.

COL SIF003 \$79.99

**A SONG OF ICE & FIRE: TABLETOP MINIATURES GAME UNIT BOXES****CRANNOGMAN TRACKERS**

In combat, hitting the enemy without them being able to hit you back is a very powerful ability. In the battles of Westeros, warriors armed with bows can whittle down even heavily-armed foes, bringing victory to one side. In that role, Crannogman Trackers are the unit of choice for Free Folk commanders. They are lightly armed and armored, but that allows them to be quick and nimble. The skill with their bows means enemies risk dying under a hail of missile fire. When joined by a Crannogman Warden, they become

even more deadly, giving them a guiding hand to who to attack next. The *Crannogman Tracker Unit Box* for *A Song of Ice and Fire: Tabletop Miniatures Game* comes complete with everything a Free Folk player needs to put these harassers on the battlefield. They excel at movement and fighting on enemy flanks. And the Warden Unit Attachment gives them bonuses when attacking foes that have yet to activate.

COL SIF107 \$34.99

FREE FOLK RAIDERS

The bulk of the Free Folk forces are made up of the everyday people of the various tribes. They don't have fancy metal armor. They don't relentlessly train and drill maneuvers. They barely have weapons, just scavenging a bit of bone or old swords from the battlefield. But what they lack in military tactics, they more than make up for in one thing: numbers. When the raiders come down from the north, they're like a tidal wave, overwhelming enemy defenses as they go. The *Free Folk Raiders Unit Box* for the *A Song of Ice and Fire: Tabletop Miniatures Game* gives Free Folk commanders a new option for the battlefield. The unit may not have the best stats in the game, but that means their low cost makes them very easy to combine with any force. The Raid Leader Unit Attachment adds to their deadliness, allowing another Free Folk unit to activate directly after the Raiders do.

COL SIF401 \$34.99

**LANNISTER HALBERDIERS**

If the Lannisters are known for one thing, it's their deep pockets. Their wealth lets them afford only the best when it comes to arming and armoring up their troops. Halberds tend to be a relatively cheap weapon to produce, but those made for Lannister troops are still of the highest quality, almost guaranteed to never break, even when receiving a charge from enemy cavalry. And receiving a charge is just what these men are trained to do, and do it well. The *Lannister Halberdier Unit Box* for the *A Song of Ice and Fire: Tabletop Miniatures Game* gives Lannister commanders new options for their forces. The unit is formidable in both offensive and defensive capacities, not losing dice after their first rank is destroyed, and being able to brace for an enemy charge, granting them a preemptive attack against their foes. The addition of an Assault Veteran Unit Attachment gives them staying power once battle has been met, adding extra dice to their melee attacks.

COL SIF202 \$34.99

**SAVAGE GIANTS**

There are many strange and mystical creatures in the lands of Westeros. The Giants are among them. These massive creatures are just like humans, only much, much, much bigger. Anyone who says that size doesn't matter has never had to deal with a giant or two. As part of the Free Folk army, they are walking siege engines, battering entire enemy ranks with a single swing of their massive clubs. The Savage Giant Unit Box for the *A Song of Ice and Fire: Tabletop Miniatures Game* gives Free Folk commanders two huge figures to add to their forces. The Savage Giant is both resilient and deadly. Their Mighty Swing doesn't allow for Defensive Saves, as it can bash through multiple troops with a single swing. The Giant is resilient, too, having five Wounds and only taking a wound for each two Hits it takes. Hurting the Giant just makes it mad, with its Mighty Swing doing more and more damage for each Wound the Giant has.

COL SIF406.....\$34.99

**SPEARWIVES**

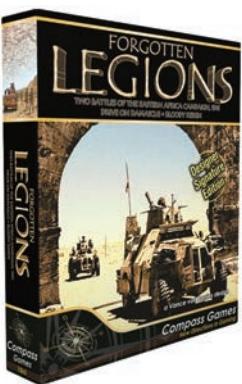
In Westeros, it's not just the men that will put their lives on the line out on the battlefield. Especially for the Free Folk, everyone is expected to do their part, and that's why the Spearwives units are created. But far from just feeble extras, the Spearwives have trained extensively with their weapons of choice, and can be just as deadly as any other soldier. Their short spears are light enough to even be thrown at the enemy, letting the Spearwives cut them down at range. But the real danger comes when they charge. Their sharp spears, with the momentum of a running start, can pierce even the toughest armor. Adding a seasoned Spearwife Matriarch to the unit only enhances their maneuverability. The Spearwives Unit Box for *A Song of Ice and Fire: Tabletop Miniatures Game* gives Free Folk commanders a new unit and unit attachment that they can bring to the battlefields of Westeros.

COL SIF405.....\$34.99

VICTORIAN MASTERMINDS

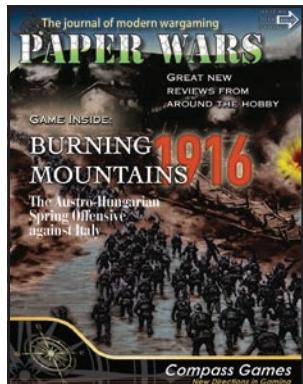
All around the world, from Moscow to Washington, from Paris to Rome, Supervillains have run amok. Iconic monuments are being stolen right out of the cities, and high-profile scientists and politicians are going missing. Even the famed detective, Sherlock Holmes, is gone without a trace. The world's treasures are vulnerable to the most nefarious villains out there. In *Victorian Masterminds*, players take on the role of Supervillains attempting to hatch an evil scheme. They send their Agents out to the great cities of the world to advance their plots, or mess with the plans of their opponents. Careful planning can result in the spoils of Supervillainy, like collected resources, captured Buildings, or recruited Scientists. These Villains are racing to complete their Infernal Machines, but the Secret Service will be hot on their trail as well.

COL VIC001.....\$49.99

**COMPASS GAMES****FORGOTTEN LEGIONS**

Forgotten Legions: Designer Signature Edition, marks the return of not just one, but two wargaming classics by Vance von Borries: Drive on Damascus and Bloody Keren, both now published together for the first time in the same package and with the same basic rules set. They have been remastered and updated into all-new, super-sized editions. These were well regarded by many as balanced and thoughtful games. Scheduled to ship in July 2018.

CPS 1065.....\$79.00

**PAPER WARS #89:
BURNING MOUNTAINS**

Burning Mountains is a simulation game about the Spring 1916 Austro-Hungarian offensive on the Italian Front, aimed to drive to the Veneto plain, west of Venice, cutting off the front in Friuli and along the Isonzo river, where most of Italian Army were deployed. A little known WWI battle, that could have changed the balance of the war. Scheduled to ship in July 2018.

CPS 089.....\$46.95

www.CalliopeGames.com

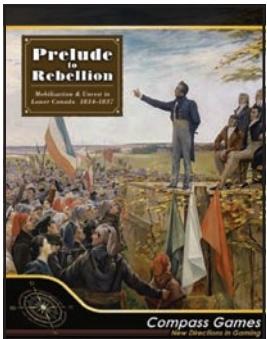
THE MANSKY CAPER

An offer you can't de-fuse!

The Mansky Caper is a board game designed by Ben Fratkin. It features a 1930s-style setting with three main characters: a man in a fedora, a woman in a sequined dress, and a man in a suit. The game involves secret agents and a secret service trying to stop a villainous plot. Components include a safe, money, and various secret service cards.

**Work together. Help yourself.
Don't get blown up!**

The illustration shows a safe with a combination lock and several stacks of gold coins. A bomb is visible in the bottom right corner, suggesting a time limit or danger factor in the game.



PRELUGE TO REBELLION: MOBILIZATION & UNREST IN LOWER CANADA

A card-driven game on the events leading to the uprisings of Lower Canada in 1834-1837. Scheduled to ship in July 2018.

CPS 1060 \$109.00

CUBICLE 7

DUNGEONS & DRAGONS RPG: ADVENTURES IN MIDDLE-EARTH - BREELAND REGION GUIDE

Nestled at the foot of the ancient landmark of the Bree-hill, Bree and The Prancing Pony provide a welcome respite from the trials of the road. With a wisdom all of its own, Bree has endured for centuries, minding its own business and serving passing travellers with good food and better beer. Surrounded by deserted and dangerous lands, and watched over by the mysterious Rangers of the North, Bree is an ideal place to break a journey, or to begin a new one! Scheduled to ship in November 2018.

CB7 2310 \$34.99

WARHAMMER FANTASY RPG: ROUGH NIGHTS AND HARD DAYS

Scheduled to ship in November 2018.

CB7 2403 \$29.99

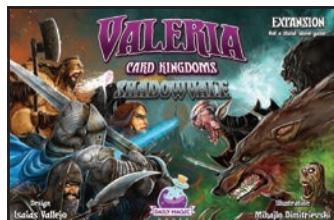
DAILY MAGIC GAMES



SONGBIRDS

Players are forest spirits, trying to secretly guide their chosen bird to success. The players lay a card from their hand to a 5x5 grid after nut tokens are laid out for each row and column. When the grid is full of cards, the rows and columns are checked. The color with the highest total in a line takes the nut token for that bird. Scheduled to ship in November 2018.

DMG SB001 \$20.00

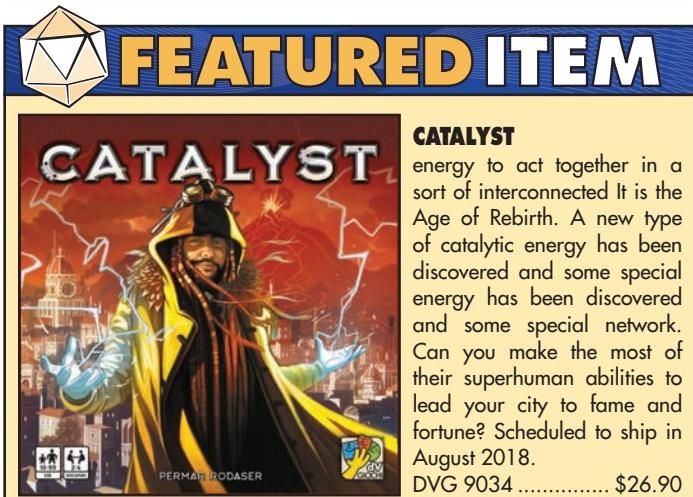


VALERIA CARD KINGDOMS: SHADOWVALE

Darkness looms upon the Kingdom of Valeria. Werewolves, Vampires, and other shadowy creatures reach out in the night to tear apart your people. But never fear, new Citizens have joined the fray - some specializing in taking out these dark creatures! Valeria: Card Kingdoms - Shadowvale brings in a whole new set of Citizens, Monsters, Domains, and Dukes that you can play stand-alone using components from the base game, or mix with card stacks from the base game for all new experiences. Scheduled to ship in November 2018.

DMG VCK017 \$40.00

DV GIOCHI

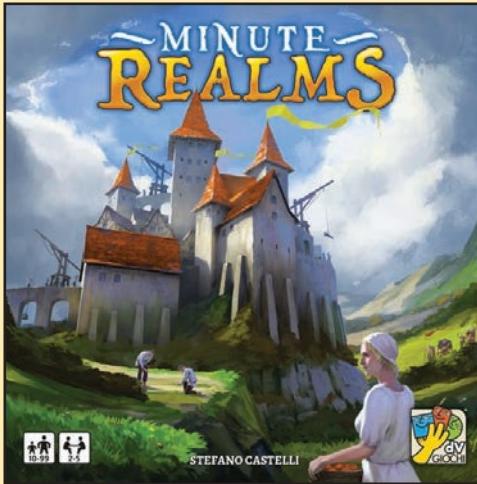


CATALYST

energy to act together in a sort of interconnected It is the Age of Rebirth. A new type of catalytic energy has been discovered and some special energy has been discovered and some special network. Can you make the most of their superhuman abilities to lead your city to fame and fortune? Scheduled to ship in August 2018.

DVG 9034 \$26.90

FEATURED ITEM

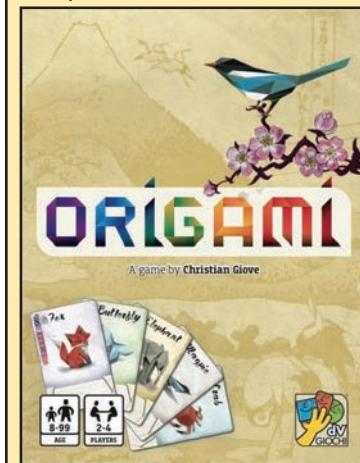


MINUTE REALMS

The most compact city-building game ever. Over a handful of rounds, you will build up your realm and make it grow by spending your riches. Will you be ready to repel the inevitable tide of invaders? Scheduled to ship in August 2018.

DVG 9031 \$24.90

FEATURED ITEM

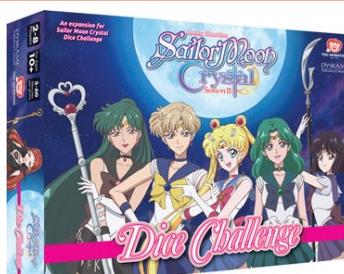


ORIGAMI

The greatest origami masters face off for the title, using their magic to make origami creations really come to life! Who will be the Best Origami Artist? Scheduled to ship in August 2018.

DVG 9339 \$14.90

DYSKAMI PUBLISHING



SAILOR MOON CRYSTAL: DICE CHALLENGE SEASON 3 EXPANSION

An expansion to Sailor Moon Crystal Dice Challenge, the core battle game based on the ever-popular Japanese anime series, Sailor Moon Crystal! New Pretty Guardians from the Outer Planets have arrived just in time to defeat the Witches 5 and Mistress 9 of the Death Busters! Combine this set with the characters from the base game for one-on-one battles or team up for larger action! Scheduled to ship in October 2018.

DYS 403 \$24.99



FEATURED ITEM

**ANDROID NETRUNNER LCG:
2017 WORLD CHAMPIONSHIP CORP DECK**

In November of 2017, *Android: Netrunner* players from across the world gathered at the Fantasy Flight Games Center in Roseville Minnesota to fight for the right to be called the best. Though many different decks were represented, only one corp and one runner deck could come out on top. Now, both of these decks, featuring full artwork for every card, can be yours! The *Android: Netrunner* 2017 World Champion Corp Deck features the enigmatic Cerebral Imaging Division of Haas-Bioroid. The deck is a perfect recreation of the deck used by World Champion Wilfy Horig last November. With plenty of ways to gain credits and cards, the runner will have a hard time penetrating your defenses as you advance agendas with ease! Scheduled to ship in July 2018.

FFG UCHP08 PI



FEATURED ITEM

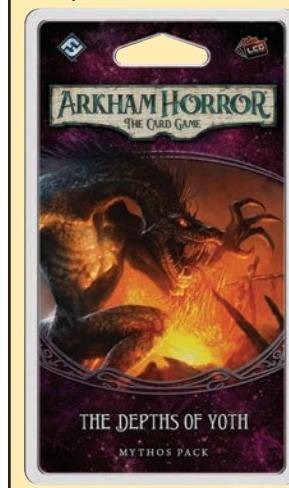
**ANDROID NETRUNNER LCG:
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FFG UCHP09 PI



FEATURED ITEM

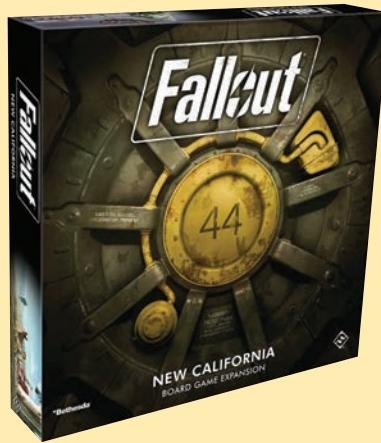
**ARKHAM HORROR LCG: THE
DEPTH OF YOTH MYTHOS PACK**

Descend into madness with *The Depths of Yoth*, the fifth Mythos Pack in *The Forgotten Age* cycle for *Arkham Horror: The Card Game*! Your mission to protect humanity leads you deep beneath the Earth where deadly creatures lurk in the shadows and the danger increases with each level of your descent. Whatever you do, don't look back or you are surely lost! 60 beautifully illustrated cards create rich narrative gameplay experience. New encounter cards increase the peril of your investigation as you journey deeper into the Earth. 25 new player cards help customize and strengthen your investigator deck. Scheduled to ship in October 2018.

FFG AHC24 \$14.95



FEATURED ITEM

**FALLOUT: THE
BOARD GAME - NEW
CALIFORNIA EXPANSION**

Ah, California: sunshine, ocean breezes, and radioactive wasteland as far as the eye can see. This desolate coastal state was once a shining jewel, but since the Great War, the region known as New California has fallen into chaos. Which is great news! Where there's chaos, there's loot! The New California expansion brings all-new challenges to the irradiated landscape inspired by Bethesda's blockbuster video game series, inviting you to cover even more ground when you return to the four scenarios you experienced in *Fallout: The Board Game* or enter sunny New California in two brand-new scenarios. Along the way, you'll encounter new companions, vaults, and items as you visit some of the most memorable locations from throughout *Fallout* history, from The Hole to the Lost Hills Bunker. Scheduled to ship in October 2018.

FFG ZX03 \$39.95



FEATURED ITEM

**A GAME OF THRONES LCG: 2ND
EDITION - DAGGERS IN THE DARK
CHAPTER PACK**

Defend the Night's Watch with the Daggers in the Dark Chapter Pack for *A Game of Thrones: The Card Game*! The sixth and final entry in the *Dance of Shadows* cycle, this pack features the return of the Shadow keyword from the game's first edition to create new ways to conspire, as well as iconic characters and events that fully embrace the underhanded shadowplay! Scheduled to ship in October 2018.

FFG GT36 \$14.95



FEATURED ITEM

**A GAME OF THRONES LCG: 2ND EDITION - IN DAZNAK'S PIT CHAPTER PACK**

Enter the fighting pits with the In Daznak's Pit Chapter Pack for *A Game of Thrones: The Card Game*! The fifth entry in the *Dance of Shadows* cycle, this pack features the return of the Shadow keyword from the game's first edition to create new ways to lay your traps, as well as powerful cards to counter your enemy's conspiracies! Scheduled to ship in October 2018.

FFG GT35 \$14.95

FEATURED ITEM

**MANSIONS OF MADNESS 2ND EDITION: HORRIFIC JOURNEYS EXPANSION**

Set a course for untold terror with the *Horrific Journeys* deluxe expansion for *Mansions of Madness: Second Edition*! A new team of investigators races to solve perilous mysteries as they face ever-increasing danger the farther they wander from home. With new monsters, mysteries, and mythos events, to reach your destination you

must first survive the journey! Scheduled to ship in October 2018.

FFG MAD27 \$59.95

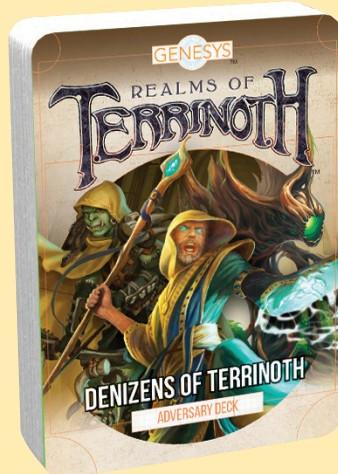


FEATURED ITEM

GENESYS RPG: DENIZENS OF TERRINOTH ADVERSARY DECK

The denizens of Terrinoth are as diverse as the wondrous lands themselves. As they journey across the realms, adventurers might encounter scholarly Greyhaven wizards, mysterious Latari Elves, gruff Dunwarr Dwarves, mighty rune golems, lyrical sword poets, and even Singhara Pridelords from the wilds of Zanaga. Unless treated with respect or caution, however, these individuals can be as dangerous as any ogre or dragon! This deck requires the *Genesys Core Rulebook* and the *Realms of Terrinoth* supplement to use. It includes cards for 20 adversaries from all across the varied lands of Terrinoth and beyond. Scheduled to ship in October 2018.

FFG UGNS05 PI



FEATURED ITEM

**RUNEWARS: THE MINIATURES GAME - BEASTMASTER TH'UK TAR HERO EXPANSION**

Bend the creatures of the Ru steppes to your will with the *Beastmaster Th'Uk Tar* Hero Expansion for *Runewars Miniatures Game*! Marked by the Ynfernael with hooked feet and razor fangs, this Uthuk tribesman was destined for glory from infancy. Now a chieftain, he uses his unholy link to lead his pack to war, and all shall either submit or perish! Scheduled to ship in October 2018.

FFG RWM33 \$34.95



FEATURED ITEM

**GENESYS RPG: FOES OF TERRINOTH ADVERSARY DECK**

Terrinoth is a land filled with great wonders that date to the far past of the First Darkness, but it is also filled with terrible dangers. Ghastly undead creatures, ravenous monsters, ferocious dragons, and horrific demons lurk here as well. Adventurers must always be prepared when exploring forgotten treasure vaults and castle ruins, for it is a certainty that they won't be alone in such places! This deck requires the *Genesys Core Rulebook* and the *Realms of Terrinoth* supplement to use. It includes cards for 20 adversaries from all across the varied lands of Terrinoth and beyond. Scheduled to ship in October 2018.

FFG UGNS06 PI



FEATURED ITEM

**RUNEWARS: THE MINIATURES GAME - OBSCENES UNIT EXPANSION**

Surrender to the power of the Ynfernael with the *Obscenes Unit Expansion* for *Runewars Miniatures Game*! These twisted, warped warriors shed their frail selves in exchange for toughened skins split with spikes, gorging on the power of the Ynfernael. Now, with increased strength, they shall feast on the enemies of

Uthuk until nothing living remains! Scheduled to ship in October 2018.

FFG RWM37 \$34.95



FEATURED ITEM



RUNEWARS: THE MINIATURES GAME - PRINCE FAOLAN HERO EXPANSION

Call upon a new leader to guide the Latari with the Prince Faolan Hero Expansion for Runewars Miniatures Game! After his rash military strategies led to his father's death, Prince Faolan wandered the forest with his loyal cyrissaerele, Silanel, as his only companion. Now, as the Aymhelin falls under threat, he abandons his self-imposed exile to lead the elves to war once more! Scheduled to ship in October 2018.

FFG RWM34 \$24.95



FEATURED ITEM

RUNEWARS: THE MINIATURES GAME - VENTALA SKIRMISHERS UNIT EXPANSION

Defend the borders of the Aymhelin Forest with the Ventala Skirmishers Unit Expansion for Runewars Miniatures Game! Since they first appeared in Mennara centuries ago, the Ventala have developed a deep friendship with the Latari. Now, these enigmatic creatures are proud to offer their services as scouts and warriors. Pledge your loyalty and protect your elven allies! Scheduled to ship in October 2018.

FFG RWM35 \$34.95



WHY DO YOU PLAY?

Shiba Inu House

Doggie Go! Take Your Licks!

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THE MOVIE GAME FOR EVERYONE!

DOUBLE FEATURE

All you need to know are the MOVIES you've seen!

TITLE IS ONE WORD LONG COMEDY

RENEGADE

Kitty Paw

Paw your way to victory!

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GAME STUDIOS

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FEATURED ITEM

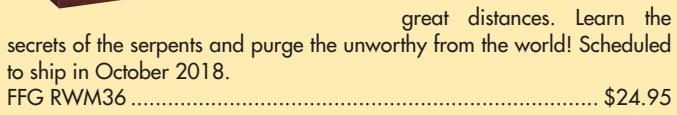


RUNEWARS: THE MINIATURES GAME - VIPER LEGION UNIT EXPANSION

Deliver death from afar with the Viper Legion Unit Expansion for Runewars Miniatures Game! These cunning circumspect warriors may prove more dangerous than the Uthuks demons or berserkers as they use their poison-tipped arrows to strike the heart of their enemies from great distances. Learn the

secrets of the serpents and purge the unworthy from the world! Scheduled to ship in October 2018.

FFG RWM36 \$24.95





FEATURED ITEM



PLASTIC STANDS

No matter what kind of game you're playing, you'll want to see all of the pieces in play. Plastic Stands from Fantasy Flight Supply are the perfect tool to elevate important tokens or standees so they can be easily seen from anywhere around the table. Now, with the new and improved design of our Plastic Stands, you can be certain that your game components will be safely and securely held. Scheduled to ship in October 2018.

FFG FFS81 \$3.99



FEATURED ITEM

STAR WARS IMPERIAL ASSAULT: SKIRMISH MAP - TARKIN INITIATIVE LABS

In the early days of the Rebellion, the Imperial Security Bureau housed a secret think tank that would bring terror to the galaxy: the Tarkin Initiative. Though many across the galaxy may have never heard of this secret program, it is responsible for the dreaded Death Star battle stations, two of the most infamous weapons in the galaxy. The idea of finding the hidden labs of this initiative is tantalizing and advanced weapons litter the facility, but secret dangers await. The *Tarkin Initiative Labs Skirmish Map* sees players battling throughout the labs of the secret facility, both around its perimeter and the facility's inner depths. This 26" by 26" slip-resistant mat provides plenty of space for your strike team, your deployment cards and command cards, and your various tokens to occupy. Scheduled to ship in July 2018.

FFG SWI59 PI



FEATURED ITEM



STAR WARS: LEGION - IMPERIAL ROYAL GUARDS UNIT EXPANSION

Inscrutable behind their blood-red masks, the Imperial Royal Guard will face down anyone that dares threaten the Emperor. While little is known about these enigmatic warriors, one thing is certain: their sole directive is to protect the leader of the Galactic Empire, with their lives if necessary. The *Imperial Royal Guards Unit Expansion* contains everything you need to add a unit of Emperor Palpatine's personal bodyguards to your army. The squad of four unpainted, easily assembled miniatures stands ready to protect the Emperor or do his bidding on any planet across the galaxy. Meanwhile, the Royal Guards are also accompanied by five distinct upgrade cards that invite you to outfit them with even more tools for protecting the Emperor. Scheduled to ship in October 2018.

FFG SWL23 \$24.95



FEATURED ITEM

STAR WARS: LEGION - EMPEROR PALPATINE COMMANDER EXPANSION

Sitting at the head of the mighty Galactic Empire, Emperor Palpatine is the supreme authority in the galaxy. A brilliant manipulator who almost singlehandedly orchestrated the fall of the Jedi order and his own rise to power, the Emperor makes a perfect addition to *Star Wars: Legion* as a commander of your Imperial forces. Within the *Emperor Palpatine Commander Expansion* you'll find everything you need to add Emperor Palpatine to your army as a commander - leading the Imperial forces on his own or alongside another Imperial commander like his apprentice, Darth Vader. A single unpainted, easily assembled miniature depicts a cloaked Emperor Palpatine plotting his next move, while three upgrade cards allow you to tap into his mastery of the dark side of the Force. Finally, three new command cards give you more options for determining your battle plans, letting you make use of the Emperor's abilities as a master strategist. Scheduled to ship in October 2018.

FFG SWL22 \$12.95



FEATURED ITEM

STAR WARS RPG: FORCE AND DESTINY - SPECIALIZATION DECKS

Unlock the power of your Warrior with the Colossus Specialization Deck for *Star Wars: Force and Destiny*! Colossi wear their scars with pride, knowing that pain is temporary, but the experience gained in battle lasts far longer. Providing a quick reference with beautiful art, this deck keeps the action of your campaigns running while immersing you in a galaxy far, far away! Scheduled to ship in July 2018.



COLOSSUS

FFG USWF49 PI

JUVO BERSERKERS

FFG USWF47 PI

STEEL HAND ADEPT

FFG USWF48 PI

WARRIOR SIGNATURE ABILITIES

FFG USWF50 PI

FAR FUTURE ENTERPRISES



TRAVELLER CCG PLAYMATS

Scheduled to ship in November 2018.

E FFE 3010 \$14.99



F FFE 3013 \$14.99



FLYING FROG PRODUCTIONS

FORBIDDEN FORTRESS: GATEWAYS INTO MADNESS EXPANSION

The Gateways into Madness Expansion is a great way to add a bit of extra flair and theme to your Forbidden Fortress adventures! This set includes 4 high-detail plastic Fortress Doorways for use while adventuring deep in the haunted Forbidden Fortresses of Feudal Japan, as well as 4 high-detail plastic OtherWorld Doorways for use while exploring the living world inside the Belly of the Beast. This set also includes 15 new cards for the game, featuring some exciting new Encounters, Gear, Artifacts, and Darkness cards. # FFP07T02, \$24.95 October 2018 Scheduled to ship in October 2018.

FFP 07T02\$24.95

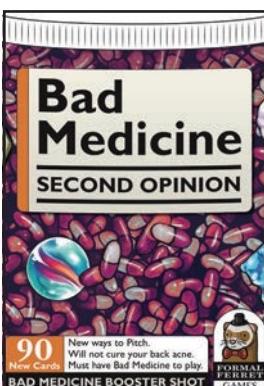
FORMAL FERRET GAMES



BAD MEDICINE

In *Bad Medicine*, you and your opponents are huge pharmaceutical companies. Your goal is to create names and advertisements for new drugs to cure the current Malady, while downplaying any side effects the folks at the lab may have discovered. Did we mention your company is huge? It's huge enough that the people who formulate the drugs and the people who pitch the drugs don't really talk to each other, so don't be surprised when the person pitching your company's drug is just as surprised as everyone else when she sees what it actually does... Scheduled to ship in November 2018.

FFA BADM03\$20.00

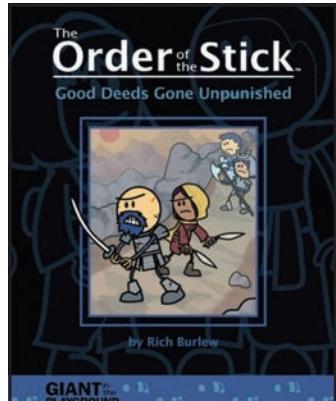


BAD MEDICINE: SECOND OPINION

Bad Medicine: Second Opinion will include 100-150 new cards for *Bad Medicine* and a new mechanism that can add "surprise" cards to your pitch. Scheduled to ship in November 2018.

FFA BADM04\$20.00

GIANT IN THE PLAYGROUND



ORDER OF THE STICK: GOOD DEEDS GONE UNPUNISHED

Join the good men and women of Azure City as they fight for, in, and around their homeland in *Good Deeds Gone Unpunished*, a new collection of stories from The Order of the Stick. This new mostly-prequel features five never-before-available stories, each starring a different Azurite character from the unjustifiably popular fantasy comic strip, *The Order of the Stick*. It's our longest book of original content yet, clocking in at 160 pages of black-and-white action and comedy that is not readable online. Scheduled to ship in October 2018.

GIP OTS50\$24.95

GLOBAL GAMES

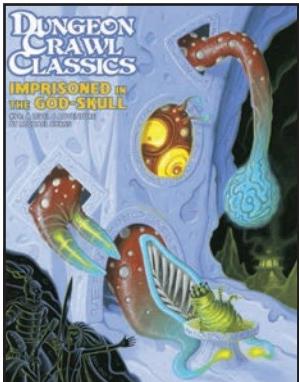


STARLIGHT STAGE: SHINING STAR EXPANSION

In *Starlight Stage*, players are the head of a talent agency trying to develop Idols and gain fame. Build up reserves of talent to reach greater achievements while performers grow and take on new personas. *Shining Star Expansion* requires the *Starlight Stage Base Game* to play. The *Shining Star Expansion* for *Starlight Stage* includes 13 Idol cards, 14 Producer cards, 27 Event cards, six Initial Idol cards. With this expansion set you can play *Starlight Stage* with five people and give your talent agency a wider pool of starlets to put under those bright lights! Scheduled to ship in November 2018.

GGD JPG651PI

GOODMAN GAMES



DUNGEON CRAWL CLASSICS #98: IMPRISONED IN THE GOD-SKULL

It hangs like a grim moon over the world, an ancient prison fashioned from the divine remains of a dead god. Within this ivory prison is an evil so powerful that even the Scions of Law could not destroy it. Soon, however, its long imprisonment may be at an end. An alien mass of writhing, terrible life has emerged from the Void of the Stars to collide with the floating prison, unleashing even stranger foes into the God-Skull. As the Keepers of the prison and their monk allies fight the invaders, that ancient evil begins to plot its escape. Can the heroes intervene to both repel the alien invaders before they reach the world below and keep a terrible power imprisoned? Or will one or both threats tear the world apart in a campaign of conquest and revenge? Scheduled to ship in August 2018.

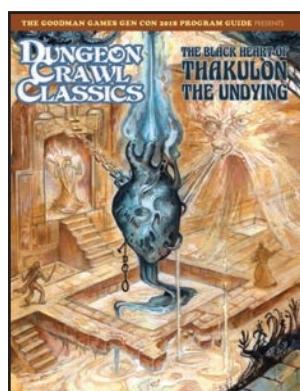
GMG 5099\$9.99



FIFTH EDITION FANTASY #15: DROWNING CAVERNS OF THE FISH GOD

A brand new adventure for D&D 5E! The village of Drydale has a problem. People are disappearing in the night. Worse, some return bearing the scars of a horrific surgical procedure and possess strange new powers. These unfortunates have no memory of their ordeal beyond a terrible vision of drowning in the dark. The adventurers arrive in time to stop a group of ichthyoid monstrosities from abducting Drydale's blacksmith, and then track the creatures back to a network of caverns. There they face a host of enslaved minions and uncover an otherworldly evil lurking in the black waters beneath the mountain. Will the heroes end the threat to Drydale? Can they avoid eternal servitude in the drowning caverns of the fish god? Scheduled to ship in August 2018.

GMG 55515\$9.99



GEN CON 2018 PROGRAM GUIDE

The annual Goodman Games community-building sourcebook adopts a new format this year! Building on the immense popularity of the *Dungeon Crawl Classics* Open Tournament at Gen Con last year, the program guide this year "presents" *Dungeon Crawl Classics: The Black Heart Of Thakulon The Undying*. This double-sized DCC adventure comes complete with pregenerated characters and scoring instructions so fans can run their own tournament at home! See how talented your home group is – and whether they can beat the Gen Con scores. Scheduled to ship in October 2018.

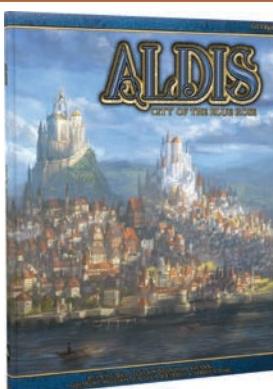
GMG GC18\$19.99

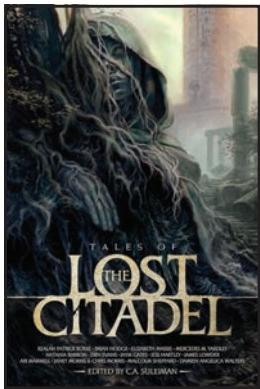
GREEN RONIN PUBLISHING

BLUE ROSE RPG: ALDIS - CITY OF THE BLUE ROSE

Welcome to Aldis: *City of the Blue Rose*! This beautiful, full color sourcebook lavishly details the capital city of the central nation in the *Blue Rose* RPG, providing players and Narrators alike the tools needed to tell stories using the city as a focus. From the intrigues of nobles in the High Ward to the entertainments in the Middle Ward to the roughest parts of town found in the Outer Ward, this supplement details people, important sites, and historical events of the City of the Blue Rose. Scheduled to ship in August 2018.

GRR 6508\$32.95



**LOST CITADEL RPG: TALES OF THE LOST CITADEL (SOFTCOVER)**

The city is called Redoubt, and as far as anyone knows, it is the last. Seven decades ago, there were cities upon cities; kingdoms and nations, the remains of ancient empire. Cultures at war, cultures at trade. Humans, dwarves, elves, and others. Magic and monsters, rare but real. Regions of desolation, but also regions of plenty. So it was for millennia, until the world ended. Most call it the Fall, but whatever term a given people choose to use, it marked the point where everything changed. Nations crumbled. Races died. Magic sputtered. Nature sickened. The Dead woke. *Tales of the Lost Citadel* is a shared-world anthology of fifteen horror-fantasy stories by noted authors such as Brian Hodge, Mercedes M. Yardley, Jess Hartley, Damien Angelica Walters, and many more. Scheduled to ship in September 2018.

GRR 7002 \$15.99

**MODERN AGE RPG:
GAME MASTER'S KIT**

The Modern AGE Game Master's Kit is the key accessory for your Modern AGE campaign. It features a three-panel hardback screen that puts critical game information in front of you, and hides the adversaries and surprises your game's heroes will face. It also includes six quick reference cards that put stunts and actions at your fingertips, and a combat tracker that you can write on with wet or dry erase markers. Organize your Modern AGE game with style! Scheduled to ship in September 2018.

GRR 6303 \$19.95

**SPOTLIGHT ON****MUTANTS & MASTERMINDS RPG:
BASIC HERO HANDBOOK**

Every hero needs an origin story and this can be yours! Written with new gamers in mind, the *Basic Hero's Handbook* streamlines and clarifies the flexible, robust third edition rules of *Mutants & Masterminds*. With simplified character creation and a selection of ready-made adventures, the *Mutants & Masterminds Basic Hero's Handbook* lets players jump right into the action. The book is fully compatible with the *Deluxe Hero's Handbook* and the entire library of third edition *Mutants & Masterminds* supplements, instantly expanding your character options and adventure potential. Whether you're just getting started, or want an extra player-friendly reference at the table, the *Mutants & Masterminds Basic Hero's Handbook* is the choice for your world-saving needs! Scheduled to ship in August 2018.

GRR 5516 \$29.95

GREY FOX GAMES**POCKET MARS**

Pocket Mars is a fast paced and wildly dynamic card game that puts you & up to three friends, head to head in a battle to settle the Red Planet! Using cards in a variety of clever ways, you'll work to build modules on Mars, and bring colonists onto the planet's surface. Fifteen minutes is all it takes for you & your friends to set out on an exciting adventure in space.

GFG 96714 \$14.99

IDW GAMES**SONIC THE HEDGEHOG
DICE RUSH GAME TIN**

Speed is Sonic's game, and in *Sonic The Hedgehog Dice Rush*, two to four players are in a real-time race to build the best *Sonic the Hedgehog* level. Players simultaneously roll their dice and match the results with cards featuring section from a classic 2D Sonic level. Act quick though as certain sections will score you extra points, while others will cost you!

IDW 01470 \$19.99

SPOTLIGHT ON**YU-GI-OH! TCG: SOUL FUSION
BOOSTER DISPLAY (24)**

Fall's 100-card booster set, *Soul Fusion*, returns to the roots of *Yu-Gi-Oh!* with new Fusion Summoning strategies! Deck themes from the earliest years of Dueling get a new lease on life, and there are more new cards to bolster strategies from recent releases as well.

KON 83984 \$95.76

KOPLOW GAMES**LEATHER DICE CUP**

Scheduled to ship in July 2018.
KOP 04153 \$50.00

**KOBOLD PRESS****DUNGEONS & DRAGONS RPG:
MIDGARD SAGAS**

Scheduled to ship in October 2018.
PZO KOBMSAGA \$24.99

**ROGUES AND VILLAINS
HANDBOOK**

Scheduled to ship in November 2018.
PZO KOBVCDX \$19.99

**KONAMI DIGITAL
ENTERTAINMENT****DICE CUP: PLASTIC ROUND DICE
CUP WITHOUT LINING**

Scheduled to ship in July 2018.
KOP 08686 \$3.00

OFFERED AGAIN**O/A LEATHER DICE CUP**

KOP 04153 \$50.00

O/A OVAL DICE CUP

KOP 15325 \$2.50

**O/A PLASTIC LINED
ROUND DICE CUP**

KOP 12569 \$4.00

**O/A PLASTIC ROUND DICE CUP
WITHOUT LINING**

KOP 08686 \$3.00

**O/A PLASTIC ROUND DICE CUP
WITH TWIST COVER**

KOP 13432 \$5.00

**O/A LID WITH 5
DICE AND CARDS**

KOP 13433 \$7.50

LAY WASTE GAMES

SPOTLIGHT ON

**DRAGOON**

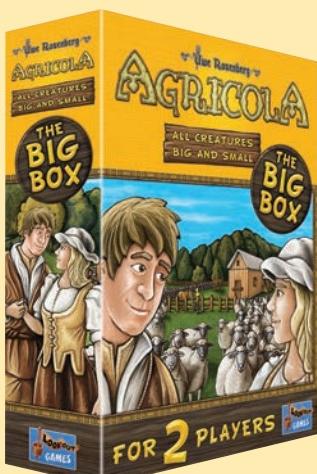
In Dragoon, you are a dragon, destroying and conquering humans to gain as much gold as possible! A gateway game, Dragoon has elements that highly complex games possess in a more accessible format for multiple skill levels. The landscape is constantly changing as humans come to the board, making each playthrough different than the last. Packed with strategic card combinations which increase depth and replayability. Dynamic scoring so no one is out of the game until the very end. Can be played by various levels of gamers at the same time, and everyone comes out with a rewarding experience, looking for more.

LWS 1007 \$50.00

LOOKOUT GAMES

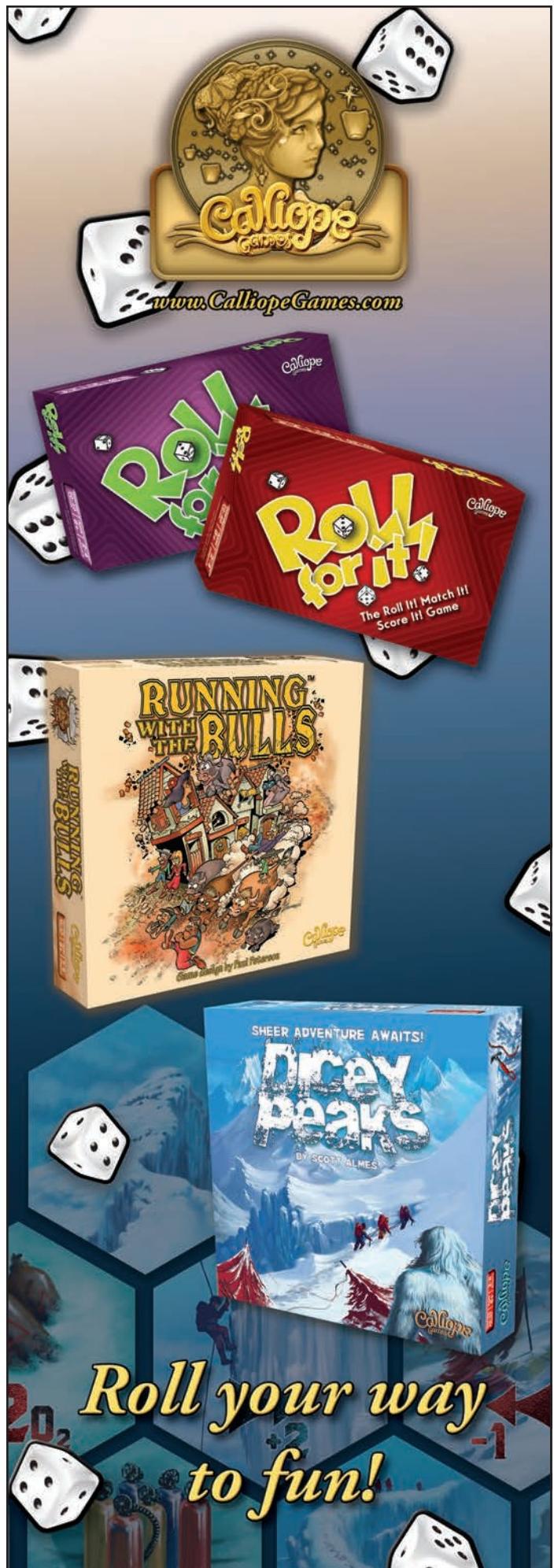


FEATURED ITEM

**AGRICOLA: ALL CREATURES BIG AND SMALL
(BIG BOX) (STAND ALONE)**

Your goal in this fast two player game is to have the most animals. To keep these horses, cows, pigs and sheep, you need to build stables and fence in pastures. Expanding your farm, building feeding troughs and special buildings are key to your success. After eight turns, points are tallied. Who will be the most successful farmer?

LKG LK0050 \$39.99



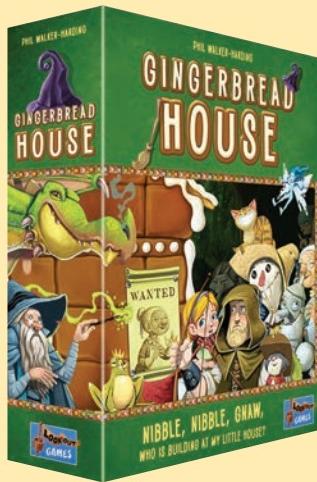


FEATURED ITEM

GINGERBREAD HOUSE

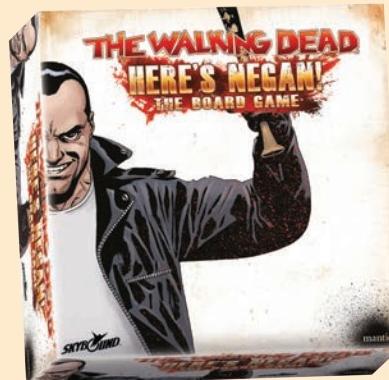
In *Gingerbread House* you are placing domino-like tiles in a 3x3 grid, covering symbols that will provide you with four different types of gingerbread and special actions. Tiles may also be placed on existing types of tiles, forming a 3D structure in front of you. Covering two or three games symbol is extremely valuable, as it will provide a bonus gingerbread or action. Victory points are awarded for building the tallest structure, completing orders by discarding sets of gingerbread, as well as being the quickest to achieve certain conditions. In the end, the player with the most victory points wins. Scheduled to ship in October 2018.

LKG LK3541 \$39.99



MANTIC ENTERTAINMENT

SPOTLIGHT ON



THE WALKING DEAD: HERE'S NEGAN BOARD GAME

This is a stand-alone product, does not require any *Walking Dead: All Out War* product to play, however the miniatures are fully compatible with *All Out War*. Based on Negan and the 'Saviors' clearing out the sanctuary following the *Here's Negan* graphic novel. Players must secure the factory and defeat deadly walkers while competing with each other for Negan's favour. Scheduled to ship in October 2018.

MGE MGWDN101 \$74.99

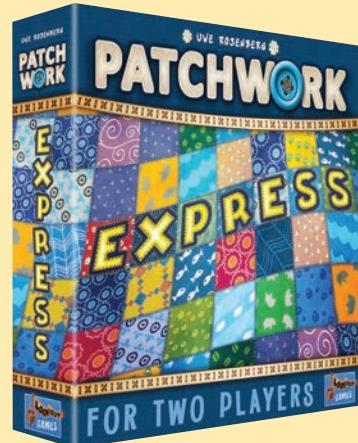


FEATURED ITEM

PATCHWORK EXPRESS

Simpler than *Patchwork* - if you can believe it! Everything is smaller in this *Patchwork* spin-off for young and old. The boards are smaller, there are fewer tiles to place, and the game takes even less time than *Patchwork*. The tiles size is larger so the tiles are easy to grab and read. Plus, *Patchwork Express* is at least as fun as its big brother! Due to the decreased complexity of the tiles, filling your board completely has become so much easier. Scheduled to ship in October 2018.

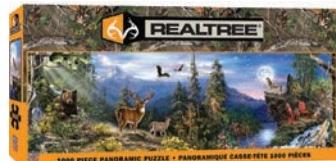
LKG LK3543 \$24.99



MASTERPIECES

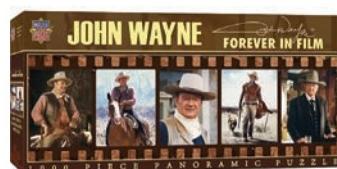
1000 PIECE PUZZLE

Scheduled to ship in September 2018.



PANORAMIC PUZZLE: REALTREE

MPP 71816 \$16.99



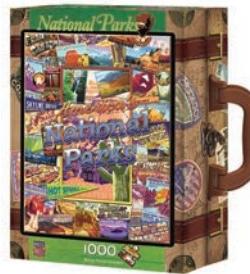
PANORAMIC PUZZLE: JOHN WAYNE

MPP 71446 \$16.99



REESE'S PEANUT BUTTER CUP

MPP 31721 \$15.99



SUITCASE BOX PUZZLE: NATIONAL PARKS

MPP 71132 \$19.99

1000 PIECE PUZZLE

Scheduled to ship in October 2018.



FLASHBACKS: MOM'S PANTRY

MPP 71833 \$14.99

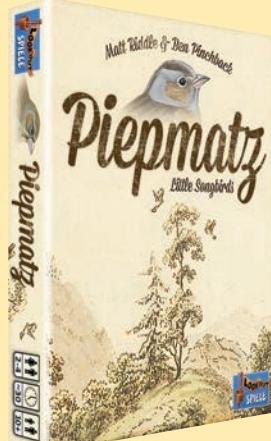


THREE LITTLE WITCHES HALLOWEEN

MPP 71823 \$14.99



FEATURED ITEM



PIEPMATZ - LITTLE SONGBIRDS

In *Piepmatz*, you skillfully play bird cards from your hand to collect seeds and birds at the bird feeder. Seeds and mated pairs of birds in your collection are worth points. Single birds score only if you have the most of their species. You score points for seeds, mated pairs of birds, and species majorities. Whoever has the most points wins.

LKG LK3535 \$14.99

OFFERED AGAIN



ANIMAL PLANET MATCHING GAME

Enjoy some fun with this family game of *Animal Planet Matching Game* by MasterPieces. There are 32 matching pairs. Be the first to collect the most and win! Ages 3 & up. Scheduled to ship in September 2018.

MPP 41771 \$12.99



HERSHEY'S KISSES 500 PIECE PUZZLE

Scheduled to ship in September 2018.
MPP 31710 \$15.99



O/A PERFECT FIT INNER SLEEVES- SMALL (100 CT PK)

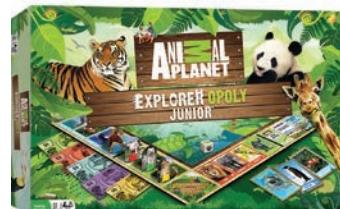
MAX Z3020J PI



O/A PERFECT FIT INNER SLEEVES- LARGE(100)

MAX Z3020M PI

MINION GAMES



ANIMAL PLANET-OPOLY JUNIOR GAME

Get ready for a wild animal adventure! Travel all over the world discovering friendly dolphins, fierce tigers, curious foxes, and more... all in their native habitats. As you collect animals, learn amazing facts about each one on the back of the card. Just make sure you don't miss the bus or get lost along the way. Explore the wonderful world of animals with *Animal Planet Explorer Opoly Junior!* Scheduled to ship in September 2018.
MPP 41651 \$19.99



DEAD MEN TELL NO TALES: KRAKEN EXPANSION

A new threat has emerged from the sea! In order to win the game, in addition to getting the treasure and your pirates off the ship, you must ALSO kill the Kraken. If the Kraken destroys the ship or pulls it underwater, you lose the game. This is an expansion and the base *Dead Men Tell No Tales* is required to play. Scheduled to ship in October 2018.
MNI DM101 \$39.99



DEAD MEN TELL NO TALES: MINIATURES PACK

Scheduled to ship in October 2018.
MNI DM102 \$29.99

MODIPHIUS



MAX PROTECTION



PLAYMAT TOPLOAD TOPLOADER HOLDER - 24" X 14" (5)

Scheduled to ship in August 2018.
MAX MX-TL-PLAYMAT PI



TRADING CARD DIVIDERS (10)

Scheduled to ship in August 2018.
MAX MX-TCD PI

D-DAY DICE

Its D-Day June 6th. At dawn the Allies send the greatest Armada the world has ever known against German occupied France. As the first wave of Allied soldiers step out of their landing craft, they are mowed down by machine-gun fire. You are one of these soldiers. And you're not going to lay there, waiting to be killed. It's do or die! You start moving, and shout to your comrades "Follow me"....In D-Day Dice, players are Allied soldiers trying to organise improvised units for an attack against a machine-gun nest. Each player starts the game with a unit of a few soldiers and nothing else. As the game progresses, players roll dice to collect resources and advance on the beach, sector by sector, as the unit grows stronger and deadlier. Scheduled to ship in October 2018.
MUH 051636 \$55.00

FULL MOON JACKET

Full Moon Jacket is a cooperative survival cinematic action game set in the Vietnam War. Players control US Marines and Vietnamese Fighters to locate and rescue a Colonel — one catch, the night is coming and so are the Werewolves. Each character has unique abilities; using these skills and their weapons efficiently players must defend against a simple yet ferocious AI system which constantly spawns Werewolves throughout the jungle — each one ravenous and ready to rip you and your allies apart. Once the last bullet is fired you wished you had scavenged materials to build traps and extra equipment. No one game is ever the same. The map, players, supply drops, objectives, werewolf spawns and helicopter drop are randomised through a quick and simple roll of two dice. Load your M16 and get ready to survive the night. Scheduled to ship in October 2018.
MUH 051632 \$75.00

COMIC BOOK SHOWCASE

Scheduled to ship in August 2018.

CURRENT SIZE

MAX MX-CBS-CUR PI

CURRENT SIZE -

97% UV PROTECTION

MAX MX-CBS-CUR-UV PI

SILVER/REGULAR SIZE

MAX MX-CBS-SIL PI

SILVER/REGULAR SIZE -

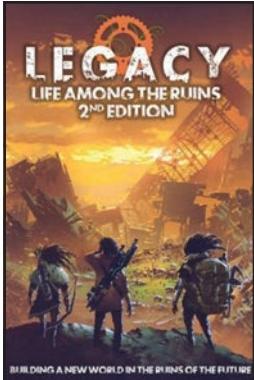
97% UV PROTECTION

MAX MX-CBS-SIL-UV PI



LEGACY: LIFE AMONG THE RUINS

Scheduled to ship in October 2018.



LEGACY: LIFE AMONG THE RUINS

Our ancestors survived thanks to luck, preparation or pure grit. Now it's time to leave their shelters and start rebuilding the world. But the wasteland has other inhabitants: families with different philosophies and abilities, secretive factions with their own agendas, and bizarre monsters stalking the ruins. As generations pass and your family evolves to suit this new world, what stories will you tell? In this roleplaying game you'll build your own unique post-apocalyptic landscape, home to scattered families of survivors. Take control of a family, play the brave heroes that define them, and guide them through the grand sweep of history.

MUH 051227 \$40.00



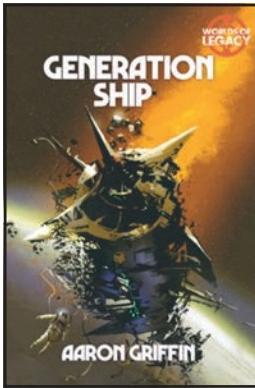
DICE SET

MUH 051228 \$19.99

GENERATION SHIP

Your families woke up from cryostasis half way through a thousand year journey. Now you must find a way to live on a ship that wasn't intended to support long-term habitation, keep it running, and try to make sure future generations reach the promised land at the end of your journey. *Generation Ship* is an alternate setting for *Legacy: Life Among the Ruins 2nd Edition* focusing on mankind's struggle to survive a perilous journey between the stars.

MUH 051337 \$19.99



GODSEND

In *Godsend* you roam the lands as the avatar of your god, cursing mere mortals and presenting gifts to the chosen ones. Your memories are numerous, made of the lives of your predecessors, your power is almost limitless. Will you use it to fulfill the will of your god? Or, as the end times draw near, will you try to save the world? *Godsend* is an alternate setting for *Legacy: Life Among the Ruins 2nd Edition* focusing on epic mythology and the end of days.

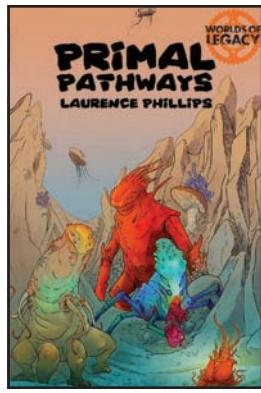
MUH 051341 \$19.99



HANDOUT SHEETS

It's a dangerous world out there. You'll need all the help you can get. The 56 dry-erase cards in this pack let you bring your game of post-apocalyptic survival straight to the table. Grab your dice, make your world and play! This pack contains every playbook (family and character), basic move reference sheets, and quick character cards that make rapidly creating an incidental character a breeze. The card finish lets you use dry-erase markers to fill them in, letting you reuse the cards as many times as you like.

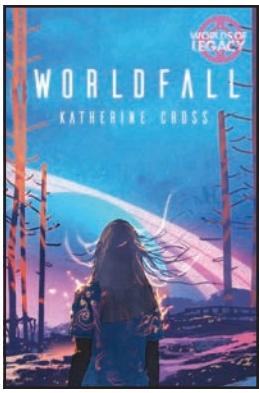
MUH 051229 \$27.99



PRIMAL PATHWAYS

On the harsh shores of this young planet, a new creature crawls out of the primordial ooze to face the forces of evolution. The pressures it will face are far more than natural: Guardians, enigmatic entities from another plane of existence, have seen fit to guide the evolution of a selected few young species. As new generations rise and Civilisations emerge, what shape will your people take under their Guardian's guidance? In this biopunk setting supplement for *Legacy: Life Among the Ruins 2nd Edition*, you will create a new species and guide its physical and social evolution from the birth of civilisation to the stars.

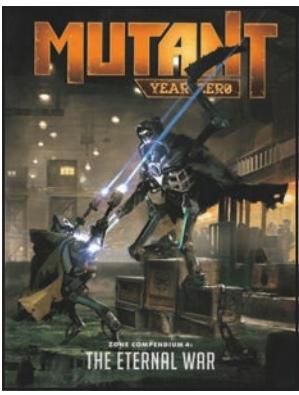
MUH 051340 \$19.99



WORLDFALL

Worldfall is an alternate setting for *Legacy: Life Among the Ruins 2nd Edition* focusing on the political, logistical and environmental challenges of forming a colony on a new world. Form strategic alliances that produce wild new ideologies. Work towards a constitutional convention that sets a tone for life on the new world. Reach for more distant horizons, and at last return to the stars.

MUH 051344 \$19.99



MUTANT YEAR ZERO ZONE COMPENDIUM 4:

THE ETERNAL WAR

Slowly the robot boots up again. It feels the circuits wake up, system after system coming online. Recharging and repairs are complete. The robot runs a quick diagnostic scan of its key functions. 73% capacity. It will have to do. The order must be completed. The robot draws its laser rifle and assumes a firing stance, bracing the rifle on a rusty beam, scarred by enemy fire. The robot scans the darkness. Large drone cranes hang from the ceiling above like huge claws. Rusty old submarines rest silently in the black waters below. Scheduled to ship in September 2018.

MUH 050113 \$19.99



RHAPSODY OF BLOOD

Every generation the blood moon rises, and the castle exalts a villain with its dark gifts. They shall command its legions, use its powers to twist reality, and seek the godlike power of the unholy grail. You're here to stop them. Your bloodlines have fought the castle since its first emergence, and that legacy has granted you endless tenacity, strange powers, or unbreakable faith. Together, you will root out the wards of the castle where they have infested the mundane world, slay the acolytes of the castle's regent, steal their dark power for your own and banish the regent and the castle with them. But the castle is immortal, and the blood moon will rise again. As generations rise and fall, what tales of heroic action and gothic bloodshed will you tell?

MUH 051343 \$19.99



MUTANT YEAR ZERO ZONE COMPENDIUM 5: HOTEL IMPERATOR

In a dimly lit room serious looking men and women sit around a long table. At the short end, a man with long silvery hair and wearing a black suit presides over the meeting. His left eye lacks both iris and pupil, the white of it tinged by an unnatural icy blue. An old machine on the table projects a photo of a scrap village on the wall. The door to the room opens, two people enter, cloaked in shadows. Scheduled to ship in September 2018.

MUH 050114 \$19.99



STAR TREK ADVENTURES: THE OPERATIONS DIVISION

I think this new ship was put together by monkeys. Oh, she's got a fine engine, but half the doors won't open, and guess whose job it is to make it right? The *Operations Division* supplemental rulebook provides Gamemasters and Players with a wealth of new material for use in *Star Trek Adventures* for characters in the operations division. Scheduled to ship in October 2018.

MUH 051064.....\$34.99

MYNDEZI GAMES

OFFERED AGAIN



O/A PIRATES OF GOLD COVE

Search for pieces of the pirate's treasure map, the keys to the treasure chest, and the favor of the beautiful Duchess Carmen in *Pirates of Gold Cove*, a trick-taking card game featuring whimsical illustrations by Monte M. Moore! But, try not to catch the attention of Magistrate Burns, a ruthless port authority who loves to tax the incoming crews! Gather the most treasure and win!

ELF MYN002.....\$15.95



O/A WENCH!

With Monte M. Moore's *Wench!*, players looking for a drinking game will find over 50 ways to bust their friends and keep them guessing what might happen next. This Top Shelf Edition of *Wench!* A Drinking Man's Thinking Game features quick-play rules and two exclusive cards.

ELF MYN001.....\$15.00

OINK GAMES



FLOTSAM FIGHT

A group of explorers have sailed around the world amassing a mountain of treasure, but on the voyage home, they're hit by a massive storm! The ship and all its treasure are going down! The explorers, in an attempt to save their hard-earned treasure from sinking to the bottom of the sea, begin to feverishly load the lifeboat. You may want to save all your treasure, but the other explorers will be trying to save theirs as well. Which treasure should you load into which boat? You must plan your moves carefully! Scheduled to ship in November 2018.

ONK FFT.....\$23.00

ONE SMALL STEP

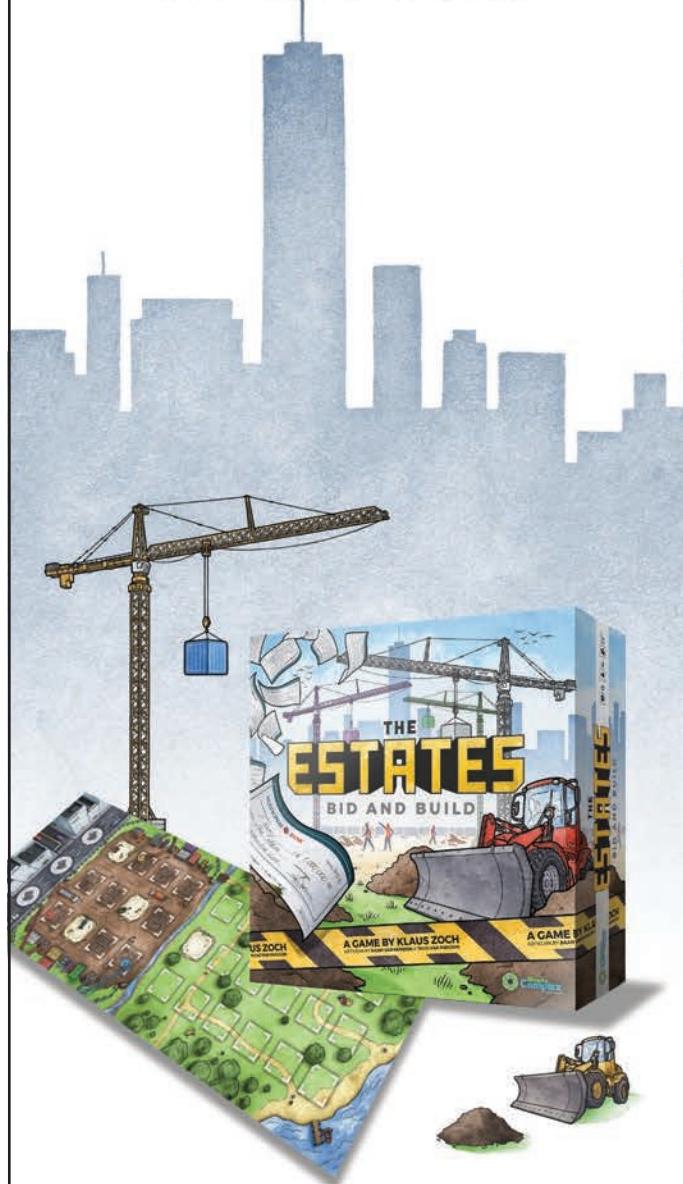


AMERICA FALLING

America Falling enables two players to simulate the entire first year of a hypothesized near-future civil war — brought on by whatever is your own favorite reason — across all of the lower-48 states. One player commands the conservative Red forces while the other leads the liberal Blue forces. Conflict can take place with conventional armaments as well as Weapons of Mass Destruction. Cyberwarfare is a constant. No two games will set up or play exactly alike. Scheduled to ship in October 2018.

OSS 21703.....\$79.95

THE ESTATES BID AND BUILD

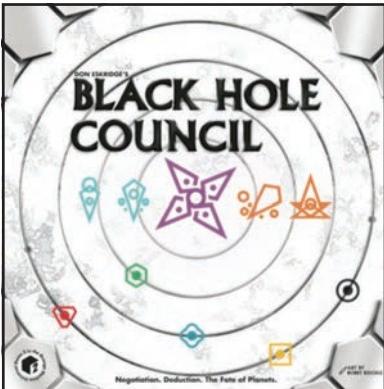


Simply Complex
By Capstone Games

CG Capstone Games

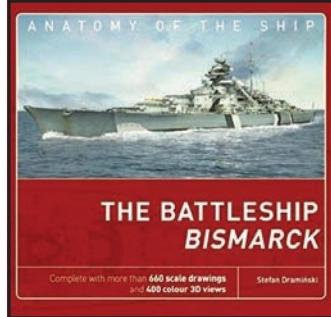
NOVEMBER 2018

ORANGE MACHINE GAMES

**BLACK HOLE COUNCIL**

You and a group of equally shady councilors are ready to decide the fate of planets - big ones, small ones, weird, dead, or bursting with life. Why? Because we discovered how to channel the gravity pull of the black hole and can simply toss planets into it. Persuasive enough? Will you settle the planets? Mine their resources? Or throw 'em into the black hole? You've got a secret agenda for each. But if anyone finds out, they can make life hard. Hide your goals, deduce theirs, and negotiate your agenda the best to become the de facto leader of the *Black Hole Council*. Scheduled to ship in October 2018.

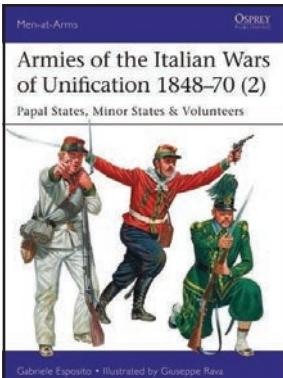
ORN 102 \$29.99

**BATTLESHIP BISMARCK**

The Bismarck is perhaps the most famous - and notorious - warship ever built. Drawing on new research and technology, this edition is the most comprehensive examination of Bismarck ever published. It includes a complete set of detailed line drawings with fully descriptive keys and full-color 3D artwork, supported by technical details, photographs, and text on the building of the ship and a record of the ship's service history.

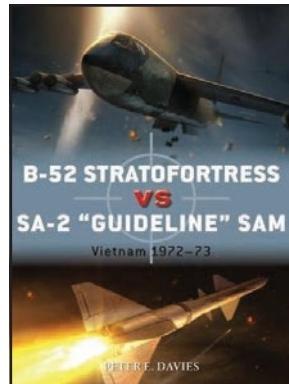
OSP ANT004 \$60.00

OSPREY PUBLISHING

**ARMIES OF THE ITALIAN WARS OF UNIFICATION 1848-70 (2)
- PAPAL STATES, MINOR STATES AND VOLUNTEERS**

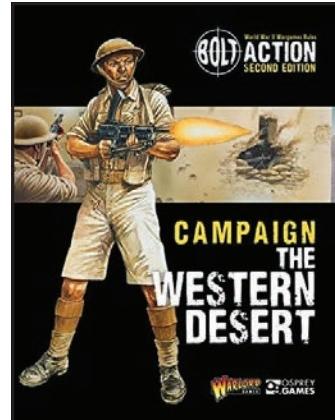
In the 1840s, Italy was a patchwork of states. The North was ruled by the Austrian Empire, the South by the Spanish-descended monarchy of the Two Sicilies. Over the next two decades, after wars led by Savoy/Piedmont and volunteers such as Garibaldi, an independent Kingdom of Italy emerged. These conflicts saw foreign interventions and shifting alliances among minor states, and attracted a variety of local and foreign volunteers.

OSP MAA520 \$18.00

**B-52 STRATOFORTRESS
VS SA-2 "GUIDELINE" SAM:
VIETNAM 1972-73**

Ever since its introduction in the late 1950s, the B-52 Stratofortress has been the United States' primary heavy bomber and a powerful symbol of its immense military might. Its powerful electronic countermeasures equipment (ECM) was thought to make the B-52 immune to ground-to-air missile attack, but in Vietnam, and later conflicts such as Operation Desert Storm in 1991, it came up against the Soviet-designed SA-2 SAM which used heavy salvos of missiles to bring down the bombers.

OSP DUE089 \$20.00

**BOLT ACTION: CAMPAIGN -
THE WESTERN DESERT**

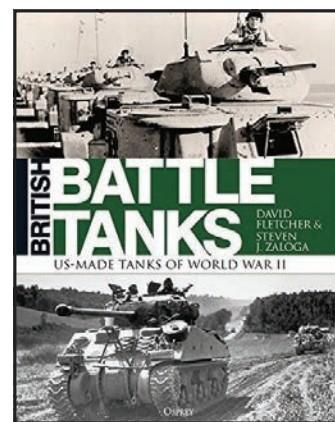
One of the most popular and enduring campaigns of World War II is that of the Western Desert, where Allied armies beat back the hard-pressed German and Italian forces under the grueling African sun. Covering crucial operations such as Crusader, Lightfoot, and Supercharge, and the great battles of Tobruk, El Alamein, and Gazala, this book brings the unforgiving battlefields of North Africa to the tabletop.

OSP BTC026 \$30.00

**BRITISH DESTROYER VS GERMAN DESTROYER: NARVIK 1940**

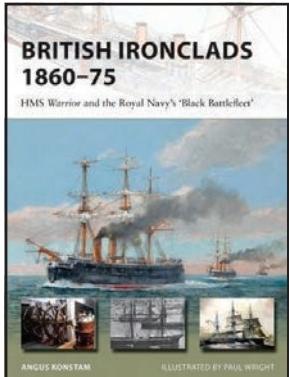
The opening months of World War II saw Britain's Royal Navy facing a resurgent German navy, the Kriegsmarine. Following the German invasion of Denmark and Norway in early April 1940, British and German destroyers would clash in a series of battles for control of the Norwegian coast. The operational environment was especially challenging, with destroyer crews having to contend with variable weather, narrow coastal tracts, and possibility of fog and ship breakdowns.

OSP DUE088 \$20.00

**BRITISH BATTLE TANKS:
AMERICAN MADE
WORLD WAR II TANKS**

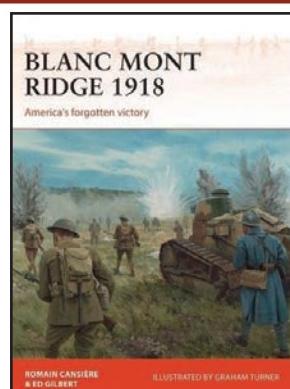
This book, the last in a three-part series on British Battle Tanks by armor expert David Fletcher, concentrates on World War II and studies American tanks in British service, some of which were modified in ways peculiar to the British. It shows how the number of these tanks increased to the point that they virtually dominated, as well describing some types, such as the T14 and M26 Pershing, that were supplied but never used in British service.

OSP GM279 \$30.00

**BRITISH IRONCLADS 1860-75:
HMS WARRIOR AND THE ROYAL NAVY'S BLACK BATTLEFLEET**

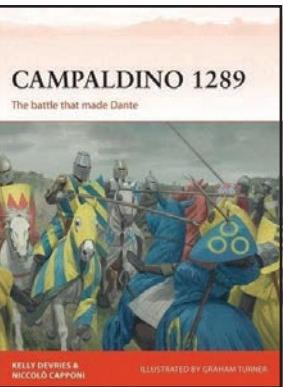
In November 1859, the French warship La Gloire was launched. She was the world's first seagoing ironclad - a warship built from wood, but whose hull was clad in a protective layer of iron plate. Britain, not to be outdone, launched her own ironclad the following year - HMS Warrior - which, when she entered service, became the most powerful warship in the world. Just like the Dreadnought half a century later, this ship changed the nature of naval warfare forever, and sparked a frantic arms race. The elegant but powerful Warrior embodied the technological advances of the early Victorian era, and the spirit of this new age of steam, iron, and firepower.

OSP NVG262 \$18.00

**BLANC MONT RIDGE 1918:
AMERICA'S FORGOTTEN VICTORY**

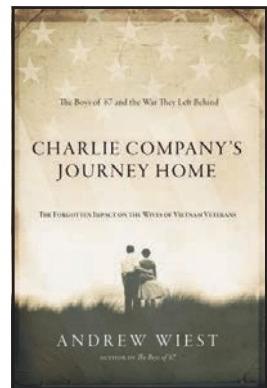
Pessimistic about the ability of depleted and demoralized French units to capture the position, General Henri Gouraud was granted the use of two American divisions: the veteran 2nd Indianhead Division, including the 4th (Marine) Brigade, and the untested 36th Arrowhead Division of the Texas and Oklahoma National Guard. This fully illustrated book describes this Allied offensive with American troops in the vanguard, and shows how despite the heavy losses it sustained to both manpower and supporting armor, they eventually forced the Germans to abandon most of the region in one of the largest withdrawals of the war.

OSP CAM323 \$24.00

**CAMPALDINO 1289:****THE BATTLE THAT MADE DANTE**

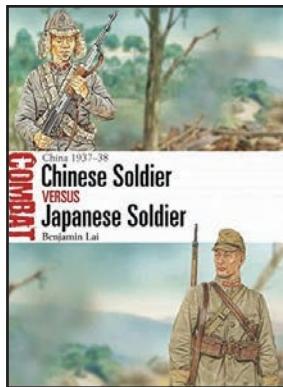
Campaldino is one of the important battles between the Guelphs and Ghibellines - the major political factions in the city states of central and northern Italy. It heralded the rise of Florence to a dominant position over the area of Tuscany and was one of the last occasions when the Italian city militias contested a battle, with the 14th century seeing the rise of the condottiere in Italy's Wars.

OSP CAM324\$24.00

**CHARLIE COMPANY'S JOURNEY HOME: THE FORGOTTEN IMPACT ON THE WIVES OF VIETNAM VETERANS**

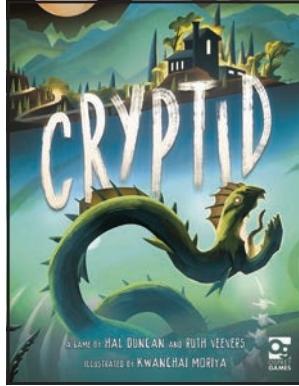
The human experience of the Vietnam War is almost impossible to grasp - the camaraderie, the fear, the smell, the pain. Men were transformed into soldiers, and then into warriors. These warriors had wives who loved them and shared in their transformations. Some marriages were strengthened, while for others there was all too often a dark side, leaving men and their families emotionally and spiritually battered for years to come. Focusing in on just one company's experience of war and its eventual homecoming, Andrew Wiest shines a light on the shared experience of combat and both the darkness and resiliency of war's aftermath.

OSP GM337\$28.00

**CHINESE SOLDIER VS JAPANESE SOLDIER: CHINA 1937-38**

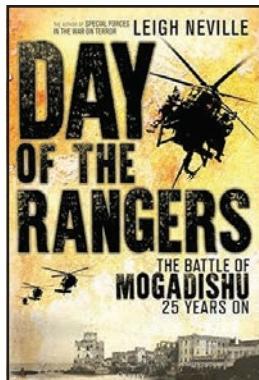
In July 1937, the Marco Polo Bridge Incident sparked a bloody conflict between Chinese and Japanese forces that would rage across China and beyond for more than eight years. The two sides' forces brought very different strengths and limitations to the conflict. Featuring specially commissioned artwork and drawing upon an array of sources, this study investigates the origins, training, doctrine, and armament of the Chinese and Japanese forces who fought in the opening stages of the Second Sino-Japanese War.

OSP CBT037\$20.00

**CRYPTID**

Cryptid is a unique deduction game of honest misdirection in which players must try to uncover information about their opponent's clues while throwing them off the scent of their own. Each player holds one piece of evidence to help them find the creature, and on their turn they can try to gain more information from their opponents. Be warned; give too much away and your opponents might beat you to the mysterious animal and claim the glory for themselves!

OSP GAM019\$35.00

**DAYS OF THE RANGERS: THE BATTLE OF MOGADISHU 25 YEARS ON**

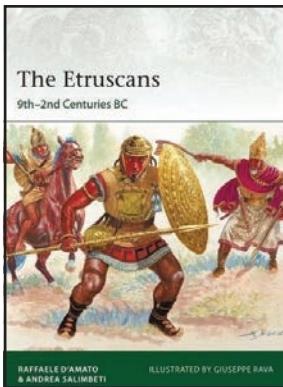
Focusing on the stories of the soldiers on the ground, and in the air, *Day of the Rangers* reveals the experiences and recollections of the Special Forces units, including the Rangers, Delta operators and Nightstalker crews who fought in the battle of Mogadishu. Published to mark the battle's 25th anniversary and using recently declassified documents and new interviews with many of the participants, *Day of the Rangers* is a fascinating and revealing new history of a battle that would influence American Special Forces for decades to come.

OSP GM324\$30.00

**DORNIER DO 335****DORNIER DO 335**

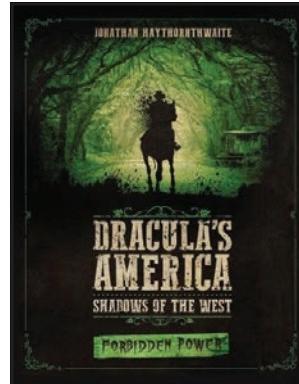
The Dornier Do 335 was conceived as a high-speed, all-weather fighter, and represented the pinnacle of piston-engined aircraft design. Some forty aircraft were built between late 1943 and the end of the war, and it was intended to deploy the type as a day fighter, bomber, night fighter, bad weather interceptor, and reconnaissance aircraft, all of which were intended to incorporate the latest armament, bomb sights, communications, and radar equipment, as well as an ejector seat.

OSP XPL009\$20.00

**ETRUSCANS: 9TH-2ND CENTURIES BC**

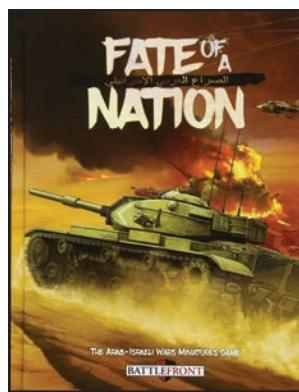
Ancient Rome had deep roots in the "Villanovan" culture that we call today the Etruscans. Their long-lived civilization can be traced to 900-750 BC in northwest Italy. They were a sea-faring people trading with and competing against Greek and Phoenician peoples, including the Carthaginians. They were also a great land-based power, especially in the "Classical" period, where they expanded their power north into the Po Valley and south to Latium.

OSP ELI223\$19.00

**DRACULA'S AMERICA: SHADOWS OF THE WEST - FORBIDDEN POWER**

This new supplement for *Dracula's America: Shadows of the West* introduces two new factions: the corrupt cultists of the Church of Dagon and the Salem Sisterhood, occult practitioners whose history dates back to the early Colonies. New stealth rules allow for all manner of sneaky and underhanded tactics, while expanded rules for arcane powers offer glory but could cost you your sanity. Alongside these are a host of new scenarios, Hired Guns, monsters, skills, and gear to challenge or assist those who dare venture into the Deep South of *Dracula's America*.

OSP DAM003\$25.00

**FATE OF A NATION**

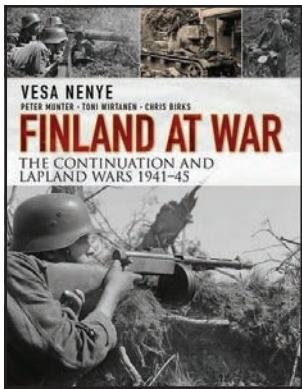
The fate of a nation hangs in the balance. Israel cannot lose even a single battle. One defeat would mean the destruction of the tiny Jewish state. Not waiting to be attacked by the Arab forces massing on its borders, Israel strikes first. Hundreds of tanks sweep across the borders, punching deep into the enemy defenses, seeking out the enemy tanks. The infantry follows behind, assaulting the fortifications, clearing the way for the advance to continue. A bare six days later, the war was over. A thousand tanks lay strewn across the desert. Tens of thousands of soldiers lay dead and wounded. Scheduled to ship in July 2018.

OSP BFR002\$40.00

**DUTCH NAVIES OF THE 80 YEARS' WAR 1568-1648**

The tiny new state of the United Provinces of the Netherlands won its independence from the mighty Spanish empire by fighting and winning the Eighty Years' War, from 1568 and 1648. In this long conflict, warfare on water played a much bigger role in determining the ultimate victor. On the high seas the fleet carved out a new empire, growing national income to such levels that it could continue the costly war for independence. Yet it was in coastal and inland waters that the most decisive battles were fought.

OSP NVG263\$18.00



FINLAND AT WAR: THE CONTINUATION AND LAPLAND WARS 1941-45

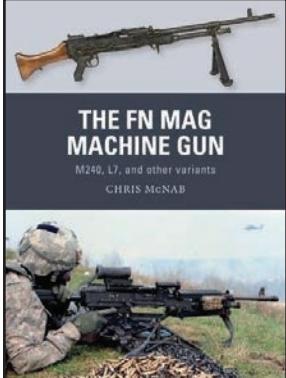
Having foiled the Soviet invasion of the Winter War, the Finns found themselves embroiled in an ongoing conflict to maintain their borders as the Soviets recovered from the initial advances made by the Germans during the Barbarossa campaign. Featuring some incredible, never-before-seen photographs and firsthand accounts, this is the history of one of the most incredible moments in modern military history.

OSP GM328 \$25.00

FN MAG MACHINE GUN: M240, L7 AND OTHER VARIANTS

For six decades, the 7.62mm FN MAG has been a dominant general-purpose machine gun (GPMG) in worldwide arsenals. The machine gun has also been modified extensively for vehicular, naval, and aircraft platforms, demonstrating versatility in the air, on sea, and on land. In this book, Chris McNab charts the technical evolution of this extraordinary weapon, created by Belgian company Fabrique Nationale d'Herstal. From the jungles of South East Asia, to the deserts of the Middle East, and the icy battlefields of the Falklands, this study explores the origins, development, combat use, and legacy of the FN MAG machine gun, a dominant weapon in its field for more than a half-century.

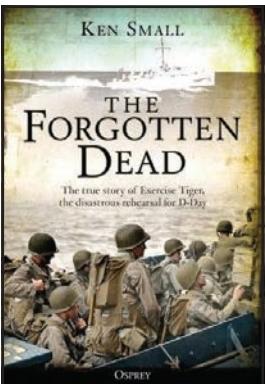
OSP WEAP063 \$20.00



THE FN MAG MACHINE GUN

M240, L7, and other variants

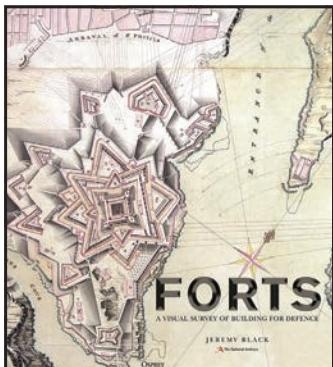
CHRIS MCNAB



FORGOTTEN DEAD: THE TRUE STORY OF EXERCISE TIGER

This updated edition of a bestselling classic is a gripping tale of wartime disaster and rescue in the words of the soldiers who were there, and of one man's curiosity that turned into a fight to ensure that they would never be forgotten. Scheduled to ship in July 2018.

OSP GM343 \$16.00



FORTS: AN ILLUSTRATED HISTORY OF BUILDING FOR DEFENCE

This book explains the history of human fortifications, and is beautifully illustrated using photographs, plans, drawings, and maps to explain why they were built, their various functions, and their immense historical legacy in laying the foundations of empire.

OSP GM325 \$50.00



FROSTGRAVE: GHOST ARCHIPELAGO - FARWANDER

Fleeing yet another sticky situation, the rogue Farwander lands aboard a ship bound for the mysterious Ghost Archipelago. Unwittingly, he has joined the Heritor, Lady Temnos, on her expedition to the fabled isle of Peniten's Landing, where a mighty treasure is said to lie at the pinnacle of the volcanic Mount Golca. As the expedition approaches its goal, Farwander is entangled in the fight between Lady Temnos and her rival, the monstrous Lord Hekatar, prophet of the cruel sea goddess Scaravyle. Sea battles, creatures from the deep, and the myriad other perils of the Lost Isles threaten to bring the rogue's life to an abrupt and unpleasant end. Is survival Farwander's only aim, however, or does he have his eye on a greater prize?

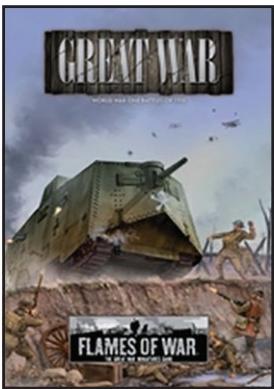
OSP BFR003 \$8.99



FROSTGRAVE: GHOST ARCHIPELAGO - GODS OF FIRE

In the shifting labyrinth of the Ghost Archipelago, there is one group of islands that can almost always be found; the Islands of Fire. Surrounded by a grey haze of sooty smoke, the islands contain numerous active volcanoes. Despite the constant threat of annihilation, many tribal groups call these islands home, building their villages on the rocky slopes or in the black jungles of gnarled and stunted trees that surround the mountains. In this supplement for Frostgrave: Ghost Archipelago, the Heritors lead their crew to these blighted isles in search of clues to the location of the Crystal Pool.

OSP COM123 \$23.00



GREAT WAR

1918 saw great changes in the warfare of the Western Front in France and Belgium. The Germans moved 500,000 men from the Eastern Front after the Russians pulled out of the war, and launched a series of offensives to break the Allied lines between March and July 1918. Great gains were made and the Allies' positions were pushed back huge distances, but through tenacious defence and the timely allocation of reserves the British, French, and Americans were finally able to halt the German advance. They immediately launched a series of offensives to push their enemy back towards their own borders, and ultimately to their defeat. Great War gives you have everything you need to take command of one of these forces.

OSP BFR003 \$8.99



HEINKEL HE 177 UNITS OF WORLD WAR 2

In many ways, the Heinkel He 177 "Griff" (Griffon) was Nazi Germany's "lost" strategic bomber. With some fundamental creases ironed out, and built in numbers, the He 177 would have offered the Luftwaffe the means with which to carry out long-range, mass bombing attacks against targets of a strategic nature. Although competing interests and personalities served to prevent this from happening, from mid-1943 the aircraft nevertheless saw service over England, the Atlantic, the Mediterranean, and in Russia.

OSP COM123 \$23.00



FRENCH FOREIGN LEGIONNAIRE VS VIET MINH INSURGENT: NORTH VIETNAM 1948-52

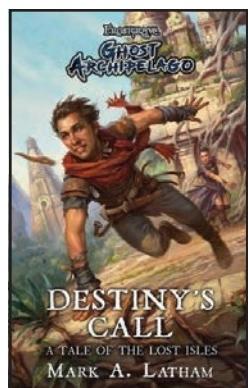
The French Indochina War was the largest of the first generation of post-World War II wars of decolonization as Vietminh insurgents sought to topple their French colonial masters. It was also unique in that the insurgency evolved from low-level guerrilla activity to mobile operations by a large conventional army which finally defeated a large European-led expeditionary force supported by artillery, armor, and air-power. The actions explored in this study cover three contrasting phases of the war in Tonkin during 1948-52, setting both sides on the path that would lead to the conflict's climactic encounter at Dien Bien Phu in 1954.

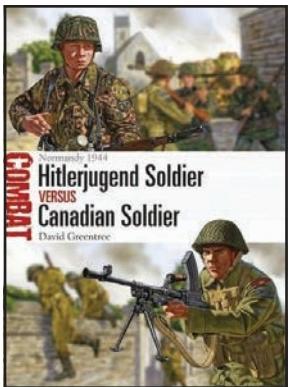
OSP CBT036 \$20.00

FROSTGRAVE: GHOST ARCHIPELAGO: DESTINY'S CALL

Samir is a thief, a street-urchin from Yad Sha'Rib, greatest city in the Empire. Like the city itself, he carries a secret; Samir is descended from the Heritors, powerful warriors who once drank from the fabled Crystal Pool. Though he dreams of one day saving his people from slavery and oppression, Samir keeps his nascent powers hidden lest he meets the same fate as his father - a slow death in the dungeons, where the grand vizier, Zhar-Marrhad, conducts dark experiments to unlock the Heritors' secrets. When the Ghost Archipelago appears once more everything changes.

OSP FGVA005 \$8.99



**HITLERJUGEND SOLDIER VS
CANADIAN SOLDIER:
NORMANDY 1944**

Employing first-hand accounts and the latest research, as well as specially commissioned artwork and carefully selected archive photographs, this absorbing study investigates the origins, ethos, training, fighting techniques, and weapons of both sides during the epic struggle for Normandy.

OSP CBT034 \$20.00

**HURRICANE POCKET MANUAL:
ALL MARKS IN SERVICE****1939-45**

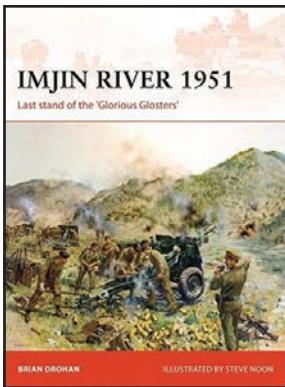
The Hawker Hurricane was a British single-seat fighter aircraft that was designed and predominantly built by Hawker Aircraft Ltd for the RAF. Although overshadowed by the Spitfire, during the Battle of Britain the Hurricane accounted for 60% of the RAF's air victories in the battle, and served in all the major theatres of the Second World War. The book collates a variety of pamphlets and manuals on the plane that were produced throughout the war for the benefit of pilots and others associated with the aircraft.

OSP PKT013 \$15.00

**ITALIAN ARMoured &
RECONNAISSANCE CARS 1911-45**

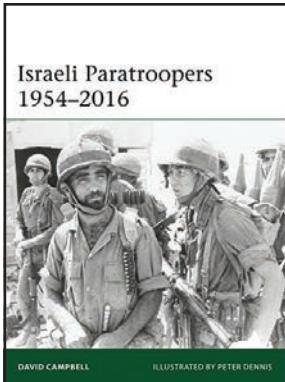
The first Italian armored cars were used in the war in Libya in 1911-12 against the Ottoman Empire. With few tanks being developed during World War I, the Italians relied instead on the development of more mobile armored cars like the Ansaldo Lancia 1 Z. After the war, the army focused on the Alpine battlegrounds of Italy's northern borders, and did not consider armored cars suitable for reconnaissance duties.

OSP NVG261 \$18.00

**IMJIN RIVER 1951: LAST STAND
OF THE GLORIOUS GLOSTERS**

After China's November 1950 intervention in the war and the subsequent battle of the Chosin Reservoir, UN forces faced a new onslaught in the spring of 1951, with over 350,000 veteran troops attacking along the Imjin River. The US 3rd Infantry Division took the brunt of the attack along with the attached British 29th Infantry Brigade, which included the Gloucestershire Regiment (the "Glosters"). The heroic defense of the American and British forces would pass into legend, most especially the doomed effort of the Glosters, as they sought to buy time for the rest of the UN forces to regroup and organize an effective defense of Seoul, the South Korean capital city.

OSP CAM328 \$24.00

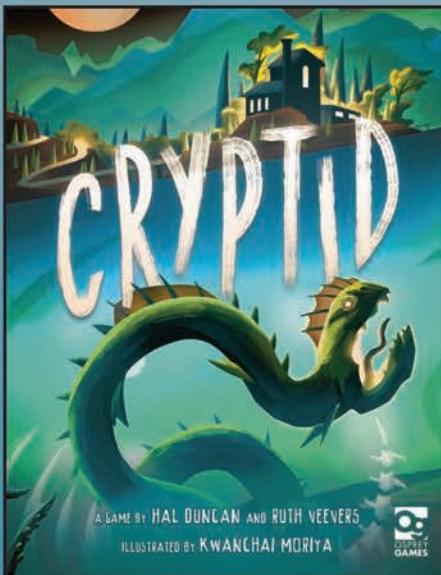
**ISRAELI PARATROOPERS
1954-2016**

From the creation of the first volunteer paratroop unit shortly after the birth of Israel and of the Israeli Defense Force, this arm of service has been recognized as elite. They have also been the first choice for daring special missions, and it is mainly from their ranks that Israel's Special Forces units have been recruited. Their ethos has also been widespread throughout the IDF; a unique aspect of the Israeli military is the cross-posting of officers from the airborne, armored, and other units, to ensure that all unit commanders share their aggressive qualities and their understanding of arms capabilities.

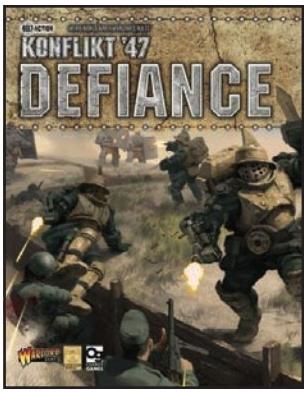
OSP ELI224 \$19.00

**Can You Find the Monster First?**

Cryptid is a unique deduction game of honest misdirection in which players must try to uncover information about their opponent's clues while throwing them off the scent of their own. Each player holds one piece of evidence and on their turn they can try to gain more information from their opponents. Be warned; give too much away and your opponents might beat you to the mysterious animal and claim the glory for themselves!

3-5
PLAYERS10+
AGES30-50
MINUTES
PLAY TIME

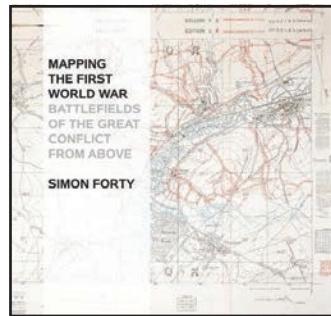
**OSPREY
GAMES**
www.ospreygames.co.uk

**KONFLIKT '47: DEFIAENCE**

Delving deeper into the weird world of *Konflikt '47*, this supplement presents a range of new material for the game, including: New units: Options for troops and technology that can be added to the armies presented in the rulebook. Special characters: Field the best of the best, elite men and women who may single-handedly be the crucial element between victory and defeat. New background: The history of the world of *Konflikt '47* is detailed in more depth. New rules: All-new means of waging war, including material previously published online.

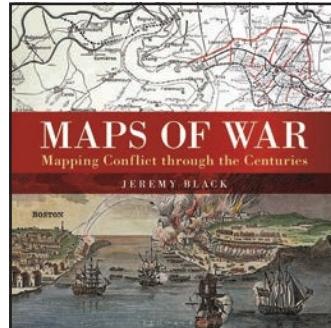
OSP GM335 \$25.00

OSP BTC024 \$30.00

**MAPPING THE FIRST WORLD WAR: BATTLEFIELDS OF THE GREAT CONFLICT FROM ABOVE**

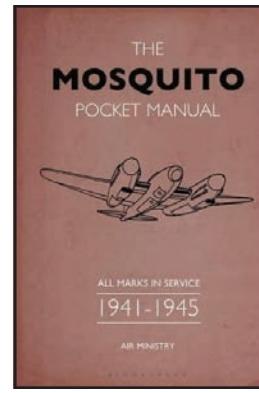
Mapping The First World War provides a uniquely different perspective on the 'war to end all wars'. An introduction details the causes and progress of the war and is followed by over a hundred maps and charts that show the broad sweep of events, from Germany's 1914 war goals to the final positions of the troops. All of the maps featured in this book have been drawn from the extensive collection held by the National Archives at Kew in west London.

OSP GM335 \$25.00

**MAPS OF WAR:
MAPPING CONFLICT
THROUGH THE CENTURIES**

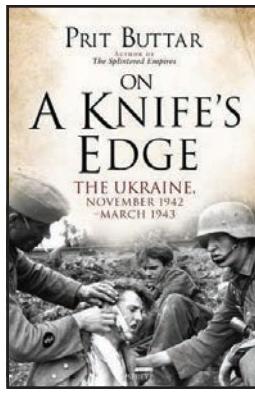
There is little documented mapping of conflict prior to the Renaissance period, but, from the 17th century onwards, military commanders and strategists began to document the wars in which they were involved and later, to use mapping to actually plan the progress of a conflict. Using contemporary maps, this sumptuous new volume covers the history of the mapping of war on land and shows the way in which maps provide a guide to the history of war.

OSP GM336 \$45.00

**MOSQUITO POCKET MANUEL: ALL MARKS IN SERVICE 1941-1945**

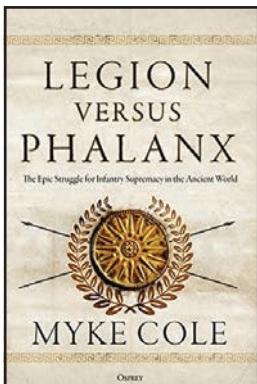
The de Havilland DH.98 Mosquito was a British multi-role combat aircraft with a two-man crew that served during and after the Second World War. It was one of few operational front-line aircraft of the era constructed almost entirely of wood and was nicknamed "The Wooden Wonder". Originally conceived as an unarmed fast bomber the Mosquito was adapted to a wide range of bombing roles. It was also used by BOAC as a fast transport to carry small high-value cargoes to, and from neutral countries through enemy controlled airspace.

OSP PKT014 \$15.00

**ON A KNIFE'S EDGE: THE UKRAINE, NOVEMBER 1942****1942-MARCH 1943**

The year's campaign had seen the Germans advance first east, but then increasingly to the south and southeast; the Soviet counteroffensive not only isolated Sixth Army; it also raised the possibility of the collapse of the entire front. The ultimate failure of the Red Army to achieve this is due in no small part to the efforts of one of the Wehrmacht's greatest commanders: Erich von Manstein, who rebuilt the German front line and fought a mobile campaign, in which all the strengths of the German forces, and all the weaknesses of their Soviet opponents, were revealed.

OSP GM300 \$35.00

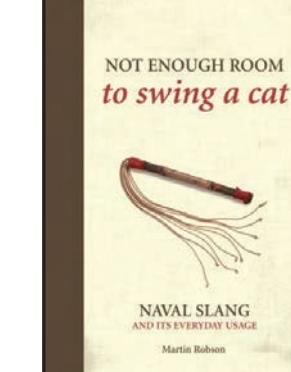
**LEGION VERSUS PHALANX:
THE EPIC STRUGGLE FOR
INFANTRY SUPREMACY
IN THE ANCIENT WORLD**

Covering the period in which the legion and phalanx clashed (280-168 BC), this book looks at each formation in detail - delving into their tactics, arms, and equipment, organization and the deployment. It then examines six key battles in which legion battled phalanx: Heraclea (280 BC), Asculum (279 BC), Beneventum (275 BC), Cynoscephalae (197 BC), Magnesia (190 BC), and Pydna (168 BC) - battles that determined the fate of the ancient world. Drawing on original primary sources, Myke Cole presents a highly detailed but lively history of this defining clash of military formations.

OSP GM334 \$30.00

**THE LUGER**

NEIL GRANT

**NOT ENOUGH ROOM TO SWING A CAT: NAVAL SLANG AND ITS EVERYDAY USAGE**

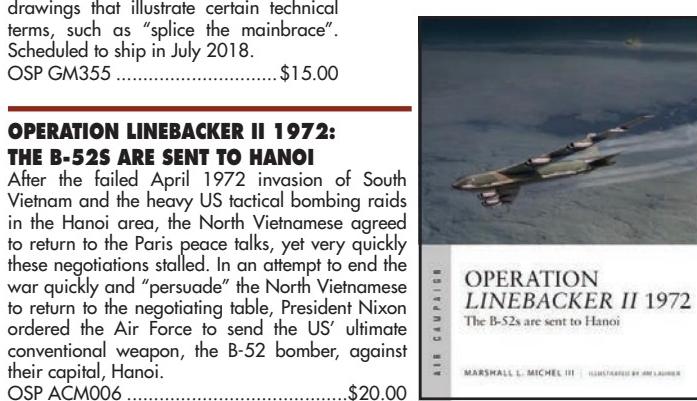
The navy is famous for its traditions, quirks and nuances. It is distinctly different to wider society and nowhere is this more evident than in language. The naval community once had its own language, incomprehensible to anyone who was not a sailor, which described and explained his unique world. Presenting terminology thematically, this book provides a compilation of naval slang throughout the world, from terms relating to ship-handling and seamanship through to food and drink, discipline and insults. The text is further enhanced with original black line drawings that illustrate certain technical terms, such as "splice the mainbrace". Scheduled to ship in July 2018.

OSP GM355 \$15.00

**OPERATION CROSSBOW 1944:
HUNTING HITLER'S V-WEAPONS**

In mid-1943, Allied intelligence began to pick up the signs of unusual German construction in remote locations near the Channel Coast. Several massive fortifications were beginning to take shape, and they appeared to be oriented towards London. Allied intelligence codenamed these sites as "Crossbow," and began plans to attack them before they could bombard Britain's capital city.

OSP ACM005 \$20.00

**OPERATION LINEBACKER II 1972:
THE B-52S ARE SENT TO HANOI**

After the failed April 1972 invasion of South Vietnam and the heavy US tactical bombing raids in the Hanoi area, the North Vietnamese agreed to return to the Paris peace talks, yet very quickly these negotiations stalled. In an attempt to end the war quickly and "persuade" the North Vietnamese to return to the negotiating table, President Nixon ordered the Air Force to send the US' ultimate conventional weapon, the B-52 bomber, against their capital, Hanoi.

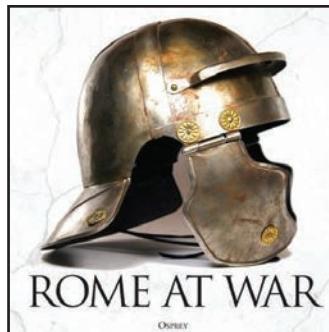
OSP ACM006 \$20.00



OTTO SKORZENY: THE DEVIL'S DISCIPLE

SS-Obersturmbannfuehrer Otto Skorzeny became a legend in his own time. "Hitler's favorite commando" acquired a reputation as a man of daring, renowned for his audacious 1943 mission to extricate Mussolini from a mountain-top prison. Skorzeny's influence on special operations doctrine was far-reaching and long-lasting - in 2011, when US Navy SEALs infiltrated Pakistan to eliminate Osama Bin Laden, the operational planning was influenced by Skorzeny's legacy. Yet he was also an egoist who stole other men's credit (including for the seminal rescue of Mussolini), brave and resourceful but also an unrepentant Nazi, and a self-aggrandizing hogger of the limelight.

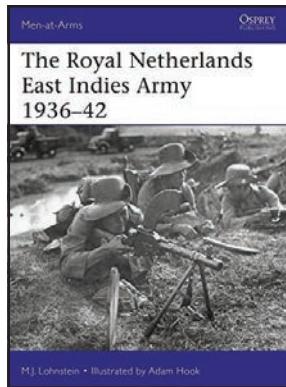
OSP GM303 \$30.00



ROME AT WAR

The Roman Empire was the greatest the world has ever seen, and its legendary military might was the foundation of this success. This compact volume tells the fascinating story of the major conflicts that shaped the empire, from Julius Caesar's bloody Gallic Wars and the Civil War against Pompey that left the victorious Caesar the Dictator of Rome, through the wars of expansion to its decline and fragmentation. Beautiful full-color artwork of the soldiers and battles bring the Roman world to life, along with images and color maps.

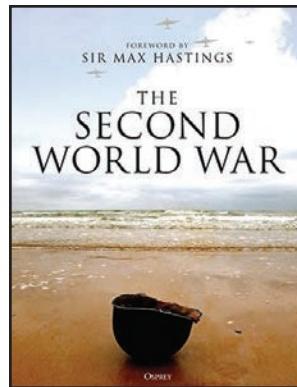
OSP GM305 \$15.00



ROYAL NETHERLANDS EAST INDIES ARMY 1936-42

Northern Indochina was occupied in September 1940 and Southern Indochina in July 1941. Japan thereby acquired bases from which the Netherlands East Indies was within reach of its naval and air forces. This 1936 reinforcement plan focused on building up a strike air force, introducing tanks, and increasing the firepower of the infantry and artillery and this was put to the test at the end of 1941 with the declaration of hostilities.

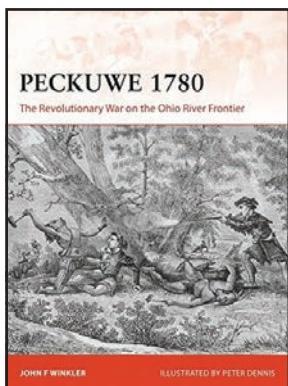
OSP MAA521 \$18.00



SECOND WORLD WAR

The period from 1939 to 1945 saw some of the most devastating and remarkable events in living memory. Laboring beneath a daily burden of fear, sacrifice, deprivation and uncertainty, soldiers and civilians of all nationalities were driven to extremes of selfless loyalty, dogged determination or bitter cruelty by the demands of a world at war. This book tells the stories of the men and women who lived and died during the Second World War, from politicians to factory workers, and from High Command to the conscripted men on the front lines.

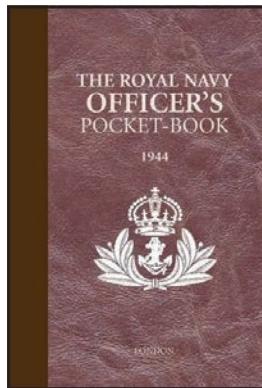
OSP GM342 \$35.00



PECKUWE 1780: THE REVOLUTIONARY WAR ON THE OHIO RIVER FRONTIER

As the Revolutionary War raged on fields near the Atlantic, Native Americans and British rangers fought American settlers on the Ohio River frontier in warfare of unsurpassed ferocity. When their attacks threatened to drive the Americans from their settlements in Kentucky, Daniel Boone, Simon Kenton, and other frontiersmen guided an army of 970 Kentuckians into what is now Ohio to attack the principal Native American bases from which the raids emanated.

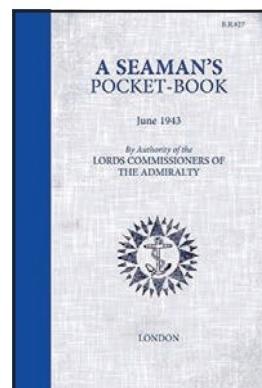
OSP CAM327 \$24.00



ROYAL NAVY OFFICER'S POCKET BOOK

This handbook, created to provide naval officers in World War II with advice and instruction on all aspects of their job, captures the benevolent language of the day, when authority was respected. It features an Officer's Aide Memoire, with notes from officer training school; information for medical officers treating battle casualties afloat; counsel for captains taking command of their first ship; and guidance on handling ships and dealing with disobedience and mutiny.

OSP GM366 \$15.00



SEAMAN'S POCKETBOOK: JUNE 1943 - BY THE LORD COMMISSIONERS OF THE ADMIRALTY

At the height of the Second World War this small pocket-book was issued to all ratings on board ships of the Royal Navy. In straight period prose it outlines all the basic expressions and tasks a seaman needed to know to perform his duties efficiently. Chapters are broken down into: Sea Terms; Navigation; Steering the Ship; Rigging; Anchors and Cables; Boatwork; Miscellaneous (which includes details on uniform and folding a hammock, etc); and Ship Safety. Functional black line illustrations are used throughout, as well as a few pages of color (used sparingly) for flag recognition.

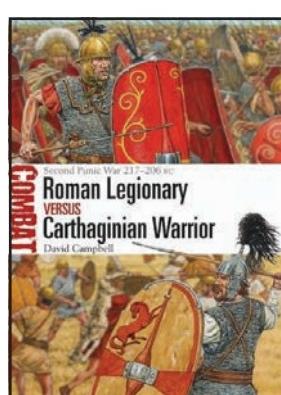
OSP GM367 \$14.00



SINK THE TIRPITZ 1942-44: THE RAF AND FLEET AIR ARM DUEL WITH GERMANY'S MIGHTY BATTLESHIP

When Germany invaded the Soviet Union in the summer of 1941, Stalin requested help from the Western Allies. The result was the Arctic Convoys - the opening of a sea route from Britain to Northern Russia, used to supply the Soviets with vitally-needed war materials. This route passed close to German-occupied Norway, and so in January 1942 the newly-completed battleship Tirpitz - sister of the Bismarck - was sent there, to form the core of the naval force stationed in Northern Norway to intercept these convoys.

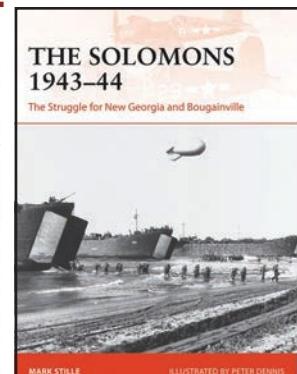
OSP ACM007 \$20.00



ROMAN LEGIONARY VS CARTHAGINIAN WARRIOR: SECOND PUNIC WAR 217-206 BC

The Carthaginian army was a composite affair primarily made up of a number of levies from Africa and around the Mediterranean augmented by mercenaries and allies, and these troops crushed the Roman heavy infantry maniples in a series of battles across Southern Europe. Improvements made to their military, however, would see Roman revenge visited on Hannibal in full measure by Scipio, who would beat him at his own game and bring Roman legions to the gates of Carthage itself.

OSP CBT035 \$20.00



THE SOLOMONS 1943-44

The Struggle for New Georgia and Bougainville

SOLOMONS 1943-44: THE STRUGGLE FOR NEW GEORGIA AND BOUGAINVILLE

Victory at Guadalcanal for the Allies in February 1943 left them a vital foothold in the Solomon Islands chain, and was the first step in an attempt to isolate and capture the key Japanese base of Rabaul on New Britain. In order to do this they had to advance up the island chain in a combined air, naval, and ground campaign. The scene was set for one of the bloodiest campaigns of the Pacific War. Fully illustrated with specially commissioned maps and artwork, this is the compelling story of the struggle for the Solomons, a key part of the Allied advance towards Japan which saw tens of thousands of casualties and so many ships lost that part of the ocean became known as "Ironbottom Sound."

OSP CAM326 \$24.00

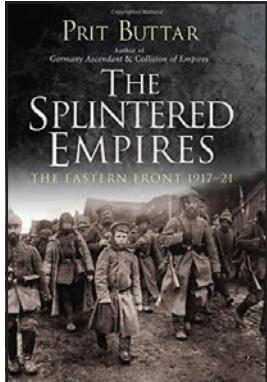
SOVIET CRUISE MISSILE SUBMARINES OF THE COLD WAR

EDWARD HAMPSHIRE ILLUSTRATED BY ADAM TOBY

SOVIET CRUISE MISSILE SUBMARINES OF THE COLD WAR

The Soviet Union's cruise missile submarines, from the modified Whiskey to the Oscar II classes, were among the most formidable vessels of the Cold War. They were initially designed to carry land attack nuclear-tipped cruise missiles designed to strike targets on the eastern coast of the United States. By the late 1960s, however, submarine-launched ballistic missiles made the nuclear land-attack mission unnecessary, so existing classes were converted to the "carrier killer" role, armed with antiship cruise missiles designed to destroy US super-carriers and other important naval targets.

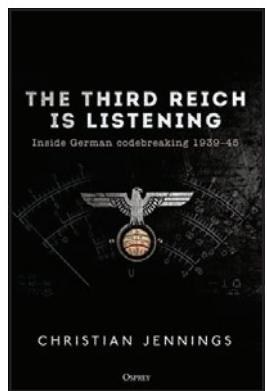
OSP NVG260 \$18.00



SPLINTERED EMPIRES: THE EASTERN FRONT 1917-21

Concluding his acclaimed series on the Eastern Front in World War I, Prit Buttar comprehensively details not only these climactic events, but also the 'successor wars' that raged long after the armistice of 1918. New states rose from the ashes of empire and war raged as German forces sought to keep them under the aegis of the Fatherland. These unresolved tensions between the former Great Powers and the new states would ultimately lead to the rise of Hitler and a new, terrible world war only two decades later.

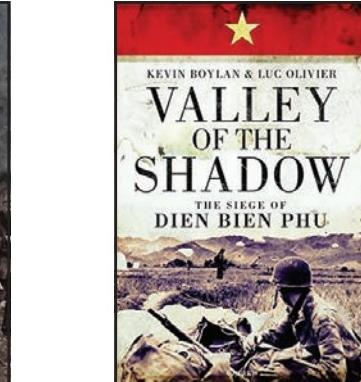
OSP GM321 \$18.00



THIRD REICH IS LISTENING: INSIDE GERMAN CODEBREAKING 1939-45

This fast-moving blend of modern history and popular science is told through colorful personal accounts of the Germans at the heart of the story, including a former astronomer who worked out the British order of battle in 1940; a U-Boat commander on the front line of the Battle of the Atlantic; and the woman from the foreign ministry decrypting Japanese and Italian signals. It investigates how and why a regime as technologically advanced as the Third Reich both succeeded, and failed, in its battle to break their enemy's codes and to use the resultant intelligence effectively, and why they failed to recognize the fact that the Allies had cracked the enigma code.

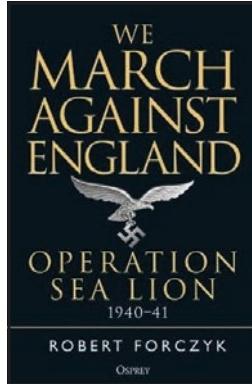
OSP GM339 \$32.00



VALLEY OF THE SHADOW: THE SIEGE OF DIEN BIEN PHU

Struggling to reassert control over their Indochinese colonies after World War II, the French established a huge air-land base in the valley of Dien Bien Phu. But when the opposing Vietnamese People's Army (VPA) began massing its forces against the base in late 1953, French commanders seized the opportunity to draw their elusive enemy into a decisive set-piece battle. Defending a series of fortified positions which were reliant upon a single airstrip - and later, risky and inaccurate airdrops - for reinforcement and resupply, the French troops quickly discovered that they had underestimated their enemy.

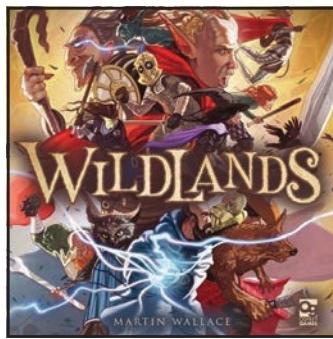
OSP GM274 \$30.00



WE MARCH AGAINST ENGLAND: OPERATION SEA LION - 2ND EDITION

In May 1940 Nazi Germany was master of continental Europe. The only European power still standing was Great Britain - and the all-conquering German armed forces stood poised to cross the Channel. After the RAF fighter forces had been destroyed, the Channel swept of mines, and the Royal Naval defenders worn down, two German army groups were set to storm the beaches of southern England. Despite near-constant British fears from August to October, the invasion never took place, first being postponed to spring 1941 before finally being abandoned entirely.

OSP GM310 \$16.00



WILDLANDS: FOUR-PLAYER CORE SET

The great Darkness has fallen, and the Empire with it. The arcane crystals which once powered entire cities were shattered, and the Darkness was destroyed by the magics unleashed. All that remains are the lawless ruins known as the Wildlands, and the shards of the crystals that have been strewn across them. Now a few souls, the brave and the desperate, seek the shards to harness their power for their own ends. Take control of one of four factions, from the spell-slinging Mages' Guild or the nimble Gnomads to the versatile Lawbringers or the hard-hitting Pit Fighters.

OSP WLD001 \$80.00

World War II US Marine Infantry Regiments

GORDON L. ROTTMAN ILLUSTRATED BY PETER DENNIS

WORLD WAR II US MARINE INFANTRY REGIMENTS

From Guadalcanal to Okinawa, US Marines formed the tip of the spear as Allied forces sought to push the Japanese back to their Home Islands. This fascinating study tracks the deployments of the various Marine divisions throughout the war and explains their composition, but also goes deeper, to detail the individual regiments — the focus of the Marines' identity and pride.

OSP ELI222 \$19.00

PAIZO PUBLISHING



PATHFINDER RPG: ADVENTURE PATH

- RETURN OF THE RUNELORDS PART 4
- TEMPLE OF THE PEACOCK SPIRIT

The Return of the Runelords Adventure Path continues as the heroes turn their attention to the cult of the Peacock Spirit, a mysterious and dangerous group whose remote mountain temple holds shocking secrets and terrible dangers. By braving the perils of the Temple of the Peacock Spirit, the heroes might just be able to prevent a truly mythic foe from emerging into the world. Scheduled to ship in November 2018.

PZO 90136 \$24.99



**PATHFINDER RPG:
FLIP-MAT CLASSICS - WAREHOUSE**
Who knows what criminal conspiracies and deadly deals might unfold amid the maze of merchandise in *Pathfinder Flip-Mat Classics: Warehouse*? With a full suspicious scene on each side — one along the waterfront and the other with a holding yard — this durable accessory can serve as ambush site or hideout in any tabletop fantasy campaign! Scheduled to ship in November 2018.

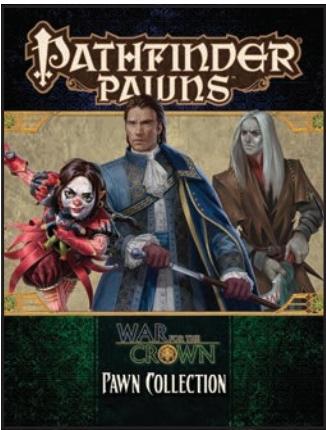
PZO 31021 \$13.99



PATHFINDER RPG: FLIP-MAT - DOCKS

No matter if your players are looking for a ship heading to distant lands, or taking a short walk on a long pier, *Pathfinder Flip-Mat: Docks* has you covered. Each side of this *Flip-Mat* presents two different docks. One is a bustling jumble of wood and ships on the seaside of a bustling city, while the other is nestled into a jungle-hidden pirate cove. Don't waste your time sketching when you could be playing. With *Pathfinder Flip-Mat: Docks*, you'll be ready next time your players wish to seek passage to far off shores. Scheduled to ship in November 2018.

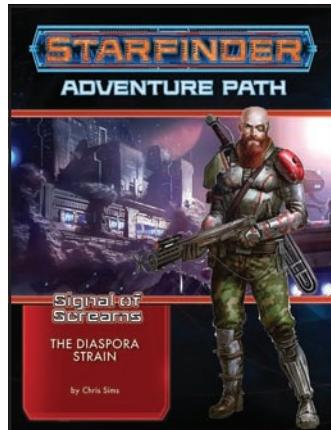
PZO 30096 \$14.99



PATHFINDER RPG: PAWNS - WAR FOR THE CROWN PAWN COLLECTION

Key monsters and NPCs from the War for the Crown Adventure Path come alive on your tabletop with the War for the Crown Pawn Collection, featuring more than 100 pawns for use with the Pathfinder Roleplaying Game or any tabletop fantasy RPG! Printed on sturdy cardstock, each pawn presents a beautiful full-color image of a monster or NPC from the War for the Crown campaign including nobles, vigilantes, assassins, and dozens of unique creatures. Scheduled to ship in November 2018.

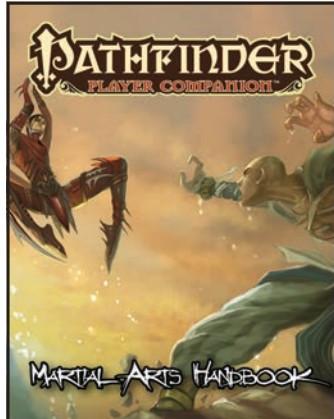
PZO 1032 \$24.99



STARFINDER RPG: ADVENTURE PATH - SIGNAL OF SCREAMS 1 - THE DIASPORA

A vacation on New Elysium, a luxury resort located on an asteroid in the Diaspora, goes horribly wrong as the facilities malfunction and the guests and staff turn violent. The heroes must protect themselves and aid those who have remained sane, including a wealthy android tech entrepreneur who might have some information about the cause of this madness if he can be rescued from the old mining tunnels below the resort. The heroes must find a way to stop the growing delirium, even if it means going through the guests — including a celebrated champion of the vicious sport of brutaris — who have been transformed into hideous abominations! Scheduled to ship in November 2018.

PZO 7210 \$22.99



PATHFINDER RPG: PLAYER COMPANION - MARTIAL ARTS HANDBOOK

For some heroes, the strength of the self holds more potential than any other training. These practitioners use martial arts to hone their own bodies as weapons, or they wield deadly weapons in combat as extensions of themselves. *Pathfinder Player Companion: Martial Arts Handbook* delves into the various traditions, techniques, and styles of those who push their physical forms toward perfection. From fearsome kicks and punches, to expertise with mighty weapons, to harnessing the power of ki, this player-focused volume provides new archetypes, feats, styles, and weapons that allow characters to make the most of their own combat skill. Scheduled to ship in November 2018.

PZO 9493 \$14.99

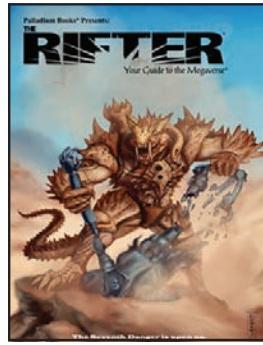


STARFINDER RPG: FLIP-MAT - HOSPITAL

Whether the heroes want to install cybernetic augmentations in their bodies or are searching for the source of an otherworldly plague, no Game Master wants to spend time drawing every nurses station and operating room. Fortunately, with Paizo's latest *Starfinder Flip-Mat*, you don't have to! This line of gaming maps provides ready-to-use science-fantasy set pieces for the busy Game Master. This double-sided map features a futuristic, high-tech medical center on one side and a sinister, abandoned infirmary on the other. Don't waste time sketching when you could be playing. With *Starfinder Flip-Mat: Hospital*, you'll be ready the next time your players need medical treatment for their injuries! Scheduled to ship in November 2018.

PZO 7310 \$14.99

PALLADIUM BOOKS



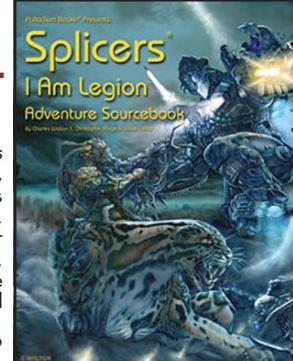
RIFTER

#80

Scheduled to ship in July 2018.
PAL 0180 \$14.99

#81

Scheduled to ship in August 2018.
PAL 0181 \$14.99

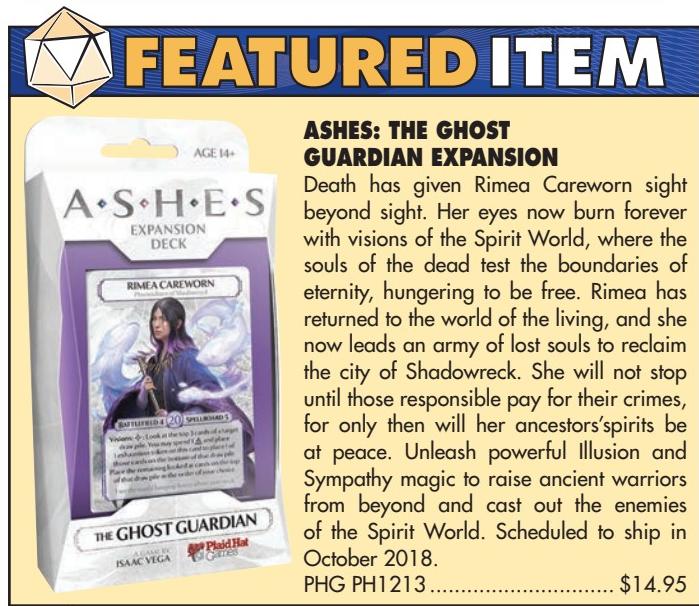


SPLICERS: I AM LEGION ADVENTURE SOURCEBOOK

This big, 256 page adventure sourcebook for *Splicers* is jam-packed with new Host Armors, War Mounts, Bio-Enhancements and adventure galore. Your heroes must uncover the mad schemes of the new N.E.X.U.S. personality that calls herself Legion. Then battle her army of robots and Amalgams every step of the way. If you fail, thousands will die. Collects the adventure source material from *The Rifter* issues #71-78 and looks great! Scheduled to ship in July 2018.

PAL 0201 \$26.99

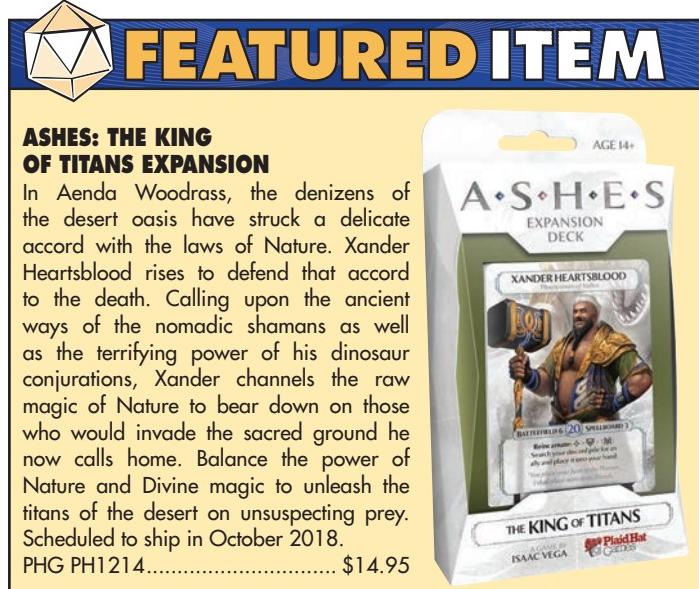
PLAID HAT GAMES



ASHES: THE GHOST GUARDIAN EXPANSION

Death has given Rimea Careworn sight beyond sight. Her eyes now burn forever with visions of the Spirit World, where the souls of the dead test the boundaries of eternity, hungering to be free. Rimea has returned to the world of the living, and she now leads an army of lost souls to reclaim the city of Shadowreck. She will not stop until those responsible pay for their crimes, for only then will her ancestors' spirits be at peace. Unleash powerful Illusion and Sympathy magic to raise ancient warriors from beyond and cast out the enemies of the Spirit World. Scheduled to ship in October 2018.

PHG PH1213 \$14.95

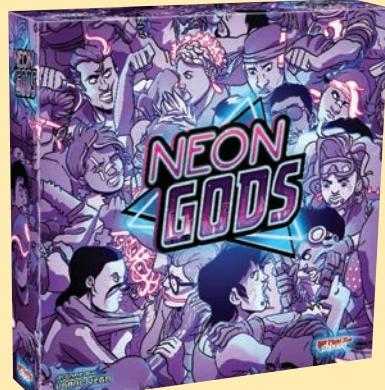


ASHES: THE KING OF TITANS EXPANSION

In Aenda Woodrass, the denizens of the desert oasis have struck a delicate accord with the laws of Nature. Xander Heartsblood rises to defend that accord to the death. Calling upon the ancient ways of the nomadic shamans as well as the terrifying power of his dinosaur conjurations, Xander channels the raw magic of Nature to bear down on those who would invade the sacred ground he now calls home. Balance the power of Nature and Divine magic to unleash the titans of the desert on unsuspecting prey. Scheduled to ship in October 2018.

PHG PH1214 \$14.95

FEATURED ITEM



NEON GODS

Neon Gods is a story of street gangs set in a kaleidoscopic near future of heightened reality. Start your own (legitimate) businesses and watch them flourish. Recruit the finest disillusioned ne'er-do-wells to hold your territory, and purchase black market resources that'll give you the edge. Be prepared to fight for what's yours, because your opponents will muscle in on your territory. And don't forget the cops, who clearly don't have

anything better to do than harass innocent business owners such as yourself. The world may not think much of you, but in the back alley glow of the neon night, you can be a god. Scheduled to ship in October 2018.

PHG PH2400 \$59.95

PLAYFUSION



LIGHTSEEKERS: KINDRED

BOOSTER DISPLAY (24)
Lightseekers: Kindred is a 291 card set including 106 common cards, 88 uncommon cards, 88 rares, and nine mythics. Each booster pack contains 12 cards. Kindred introduces the new 'Family' mechanic and includes more buffs, combos, and heroes to build your collection. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PLI L82003 \$96.00

LIGHTSEEKERS: KINDRED CONSTRUCTED DECK DISPLAY (6)

Lightseekers: Kindred is a 291 card set including 106 common cards, 88 uncommon cards, 88 rares, and nine mythics. Each booster pack contains 12 cards. Kindred introduces the new 'Family' mechanic and includes more buffs, combos, and heroes to build your collection. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PLI L82010 \$90.00

POKÉMON USA



POKÉMON TCG: BATTLE ARENA DECK DISPLAY (8) - MEGA CHARIZARD X VS MEGA BLASTOISE

Mega Evolution Pokémons are ready to heat up the battlefield in the new *Pokémon TCG: Battle Arena Decks*! These 60-card decks are ready to play right away, with powerful cards and winning strategies worthy of an ace Trainer. Each deck is led by an exceptional Mega Evolution Pokémons-EX and includes 11 foil cards. Let the battle begin! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 80403 PI

POKÉMON TCG: DRAGON MAJESTY ELITE TRAINER BOX

Noble Pokémons of wing and claw, flying high above the changing world! The *Pokémon TCG: Dragon Majesty* expansion brings a mighty horde of draconic Pokémons: Reshiram-GX, Salamence-GX, Dragonite-GX, and over a dozen more, including Charizard! Their command of fire, battle, and sky puts Dragon types at the top of many Trainers lists get to know these amazing and challenging Pokémons in the *Dragon Majesty* expansion!

PUI 80479 PI

POKÉMON TCG: DRAGON MAJESTY FIGURE COLLECTION ULTRA NECROZMA GX

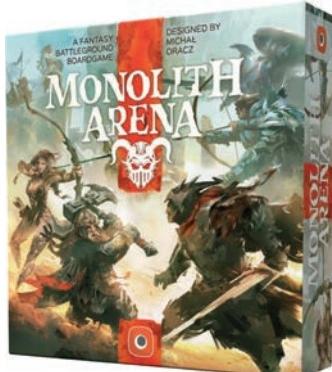
After absorbing a Legendary Pokémon, Ultra Necrozma-GX has emerged as a mysterious Pokémon with strong psychic powers! Now this amazing Legendary Pokémon is ready to join your team, both as a playable Pokémon-GX and as a detailed, sculpted figure! This Pokémon adds a touch of danger and the unknown to your collection! The *Pokémon TCG: Dragon Majesty Figure Collection Ultra Necrozma-GX* includes: four *Pokémon TCG: Dragon Majesty* booster packs, one sculpted figure of Ultra Necrozma, one foil promo card featuring Ultra Necrozma-GX.

PUI 80415 PI

POKÉMON TCG: EVOLUTION CELEBRATION TIN

Everyone loves the big-eared Evolutions of Eevee! Choose the green wonder Leafeon-GX, the snowy Glaceon-GX, or the fairy-powered Sylveon-GX in the *Pokémon Trading Card Game: Evolution Celebration Tin*. Each of these fantastic tins contains a super-cute Pokémon-GX, with the moves to turn your next Pokémon battle into a quick win! In this tin, you'll find: one of three foil Pokémon-GX cards: Leafeon-GX, Glaceon-GX, or Sylveon-GX and 4 *Pokémon TCG* booster packs. PUI 80409 PI

PORTAL



POKÉMON TCG: DRAGON MAJESTY LEGENDS OF UNOVA GX PREMIUM COLLECTION

Harness the awesome powers of fire, lightning, and ice with this huge collection featuring a trio of Legendary Pokémons from the Unova region! The blazing Reshiram-GX and the electrifying Zekrom-GX are here as playable foil promo cards, and they unite with the freezing Kyurem on an amazing oversize card that pushes the boundaries of draconic power!

PUI 80511 PI

POKÉMON TCG: DRAGON MAJESTY PIN COLLECTION DISPLAY (8) - LATIAS/LATIOS

Take to the skies with Pokémons of supersonic speed and bold moves! These two *Pokémon TCG: Dragon Majesty Pin Collections* expand your collection with the extreme speed and Dragon-type power of the Eon Pokémons. It's a recipe for any great Pokémon Trainer to fly straight to the top! In each *Pokémon TCG: Dragon Majesty Pin Collection*, you'll find: one foil promo card and one awesome pin of either Latias or Latios, three *Pokémon TCG: Dragon Majesty* booster packs! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 80368 PI

SPOTLIGHT ONE



POKÉMON TCG: DRAGON MAJESTY SUPER PREMIUM COLLECTION

Strong, swift, and utterly amazing, draconic Pokémons have been part of the *Pokémon TCG* from the earliest days - and now they're stronger than ever! Expand your collection with two beautiful rare Rainbow foil Pokémon-GX promo cards, read up on the history of the Dragon type in the *Pokémon TCG*, and enjoy the pure joy and Dragon-type power of a finely sculpted Dragonite figure! Take your collection soaring to new heights with wings, claws, and fury!

PUI 80410 PI

POKÉMON TCG: SOLGALEO/LUNALA GX BOX

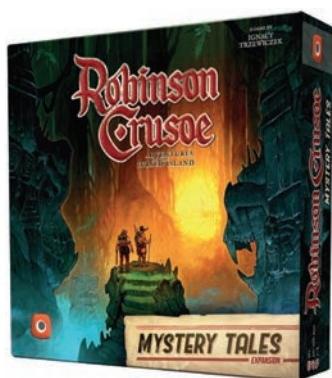
Solgaleo-GX and Lunala-GX are two Legendary Pokémons of great power and deep mystery! Strengthen your game when you add these boxes to your collection. Each one features its star Pokémons as a playable foil promo card and as a great oversize foil card, plus four *Pokémon TCG* booster packs!

PUI 80374 PI

MONOLITH ARENA

Monolith Arena is a fantasy battleground board game built around the base engine of *Neuroshima Hex*, which is also from designer Michał Oracz. The game includes five factions, with unique abilities and units! Each player has a monolith that serves as their headquarters, and each player seeds their monolith with three tokens that provide special abilities. When an opponent damages your monolith, you remove the top layer to expose the first token, gaining its special ability, so being attacked can actually make you stronger — albeit while still moving you toward defeat... Scheduled to ship in November 2018.

PLG 1313 \$50.00



ROBINSON CRUSOE MYSTERY TALES

Robinson Crusoe: Mystery Tales is the second big expansion for *Robinson Crusoe: Adventures on the Cursed Island*. Unlike its predecessor, it not only includes the campaign (titled *The Lost City of Z*), where you follow great explorer, Lieutenant Colonel Percy Fawcett, but also a full set of rules and components that can be played with the base game of *Robinson Crusoe*! Scheduled to ship in November 2018.

PLG 1276 \$50.00



PRIVATEER PRESS

MONSTERPOCALYPSE

Scheduled to ship in October 2018.

**LORDS OF CTHUL SPITTER & TASK MASTER (RESIN AND WHITE METAL)**

PIP 51011 PI

**LORDS OF CTHUL SQUIX & MEAT SLAVE (RESIN)**

PIP 51012 PI

**CRUCIBLE GUARD AURUM LEGATE
LUKAS DI MORRAY WARCASTER
(RESIN AND WHITE METAL)**

PIP 37012 \$16.99

**CRUCIBLE GUARD
INFANTRY AND CA UNIT
(RESIN AND WHITE METAL)**

PIP 37004 \$54.99

**SHADOW SUN SYNDICATE S-TYPE
SHINOBI & INTERCEPTOR UNIT
(RESIN AND WHITE METAL)**

PIP 51008 PI

**SHADOW SUN SYNDICATE SUN
FIGHTER & SHADOW GATE UNIT
(RESIN AND WHITE METAL)**

PIP 51009 PI

**SHADOW SUN SYNDICATE
ZOR-MAXIM MONSTER
(RESIN AND WHITE METAL)**

PIP 51007 PI

**LORDS OF CTHUL CTHUGROSH
MONSTER (RESIN)**

PIP 51010 PI

WARMACHINE

Scheduled to ship in October 2018.

**MERCENARIES EILISH THE
OCCULTIST SOLO (METAL)**

PIP 41142 \$14.99

**DARK DWARF POUNDER**

RPR 03898 \$6.99

**DARK DWARF SMITER**

RPR 03899 \$6.99

**Giant Weasel**

RPR 03897 \$8.79

REAPER MINIATURES**DARK HEAVEN****BOG HOMONOCUS**

RPR 03902 \$7.49

**BOG SKELETON RISING**

RPR 03900 \$6.99

**TIANALISE, DREADMERE
BOG WITCH**

RPR 03895 \$6.99

**RAGGED WOUND ORC WARRIOR**

RPR 07007 \$11.49

**BOG SKELETON WITH
AXE & SHIELD**

RPR 03901 \$6.99

**CRUCIBLE GUARD VULCAN
COLOSSAL (RESIN)**

PIP 37022 \$144.99



SLAP IT (RGS00525)

- Monsters are pouring out of an open portal!
- When you encounter a monster, be the first to Slap it!
- Make sure you only slap the correct monster based on the rolled dice!

MSRP: TBA **Ages:** 7+ **2-8 Players** **10-15 Min**

November Release!

NEW RELEASE



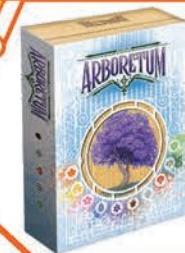
ABORETUM DELUXE (RGS00847)

- Includes a two-piece engraved and heat-treated wooden box
- Premium rainbow foil finish on heavier weight cards
- Full color sleeve matching the art and flavor of the game

MSRP: \$35 **Ages:** 8+ **2-4 Players** **30 Min**

November Release!

NEW RELEASE



ARCHITECTS OF THE WEST KINGDOM (RGS00819)

- West Kingdom adventure with beautiful artwork and great quality components.
- Become an ambitious royal architect to impress the king by building notable landmarks
- First stand-alone game in the West Kingdom Trilogy series.

MSRP: \$50 **Ages:** 12+ **1-5 Players** **60-80 Min**

October Release!

NEW RELEASE



CLANK! EXPEDITIONS: GOLD AND SILK (RGS00841)

- Journey into the abandoned mine or face the Spider Queen!
- The first in a series of Expeditions!
- Explore the depths to find the treasure, but make sure to hurry back out, alive!

MSRP: \$15.99 **Ages:** 12+ **2-4 Players** **30-60 Min**

October Release!

NEW RELEASE



JUNK ORBIT (RGS00810)

- Carefully navigate your ship using the gravitational pull of the planets!
- Deliver your cargo to collect profit!
- Uniquely designed Satellite-shaped box!

MSRP: \$35 **Ages:** 10+ **2-5 Players** **30-40 Min**

Available Now!



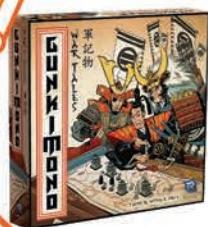
GUNKIMONO (RGS00829)

- A fiercely competitive tile laying game.
- Each troop placed provides a new decision - immediate victory points or long term development of your forces.
- Marshal your troops to maximize your formation!

MSRP: \$40 **Ages:** 10+ **2-5 Players** **45-60 Min**

September Release!

NEW RELEASE





ALTIPLANO THE TRAVELER (RGS00846)

- Strive for success as this inhospitable region turns into a completely new challenge!
- Meet up with the traveler to gain access to new resources and ideas!
- Public trading points allow rare goods to be traded for opals, a new type of resource.

MSRP: TBA **Ages:** 12+ **2-5 Players** **60-120 Min**

November Release!

NEW RELEASE



REYKHOLT (RGS00848)

- Seed fresh vegetables in your greenhouses!
- Use Service cards to your advantage...
- Can you fulfill the orders of the hungry tourists to win the game?

MSRP: \$60 **Ages:** 14+ **2-4 Players** **60 Min**

November Release!

NEW RELEASE



OVERLIGHT RPG DICE (RGS00814)

- Seven deluxe, over-sized Spirit Dice for Overlight
- Like seven crystals mined from the mountains of Zenith, they are crafted in the colors of the Overlight
- They feature the sigils of the seven Virtues — Spirit, Wisdom, Logic, Compassion, Will, Vigor, and Might

MSRP: \$15 **Designer:** Paul Alexander Butler and George Holland

Cover Artist: Kwanchai Moriya

September Release!

NEW RELEASE



OVERLIGHT RPG THE SKYBORN ORDER AND ITS ENEMIES & GAME MASTER SCREEN (RGS00815)

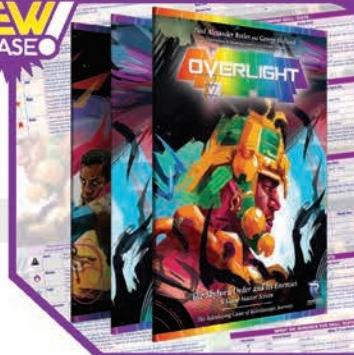
- Features the 5 major conclaves of the Skyborn Order
- Allow PCs to join existing conclaves (or form their own!)
- Highlights some of the Skyborn Order's primary adversaries
- Introduces notable Skyborn NPCs that GMs can weave into their stories

MSRP: \$30 **Designer:** Paul Alexander Butler and George Holland

Cover Artist: Kwanchai Moriya

September Release!

NEW RELEASE



**RENEGADE
GAME STUDIOS**

www.renegadegames.com

RESTORATION GAMES

**FIREBALL ISLAND:
LAST ADVENTURER**

The last adventurer has been stranded on Fireball Island a long time. He knows every cave, every path, every snake hole, fire pit, and bug. He has a thing or two to teach the rookies. The *Last Adventurer* figure to increase player count to five. Scheduled to ship in November 2018.

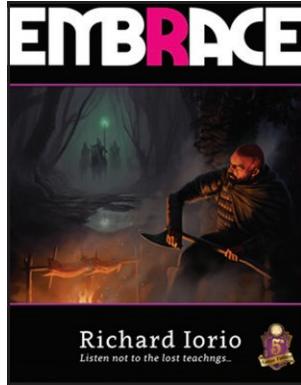
REO 9102 \$24.95

**FIREBALL ISLAND:
THE CURSE OF VUL KAR**

Welcome to Fireball Island! You may have heard stories. You may have visited when you were younger. Perhaps you even saw a fireball engulf a fellow traveler in a hellscape of horror that makes you afraid to close your eyes at night. Whatever the case, welcome back! Turns out that Vul-Kar didn't like having his gem stolen way back when, so there has been some volcanic upheaval, an explosion in our snake population, feral tigers, new types of trees bent on ending human life, and swarms of bees everywhere. But don't worry — we have top people working on it. Scheduled to ship in November 2018.

REO 9100 \$74.95

ROGUE GAMES



Richard Iorio
Listen not to the lost teachings...

EMBRACE (D&D 5E)

Sometimes it does not pay to be curious. Curiosity is dangerous. In Karl Magnussen's case, it cost him his life. Considered to be one of the foremost theologians of his time, Karl has two passions in life: his wife and his research. When word reached him of some strange religious practices taking place in the small village of Lake in the Hills located in The Vintage, the scholar wasted no time traveling there. Upon arriving, he soon discovered that not everything is what it seemed. Evil lurked, and its embrace not only encompassed the village but if left unchecked, might threaten The Vintage as a whole. Scheduled to ship in October 2018.

RUG 10102 \$11.99

ROXLEY GAMES

**BRASS: IRON CLAYS**

A set of 100 Iron Clays in 5 denominations, in a box. Scheduled to ship in November 2018.

ROX 503 \$50.00

SCS DIRECT

**MONSTER DUAL PLAYMAT TUBE:
CLEAR WITH BLACK CAP**

Scheduled to ship in August 2018.
SDI MON-2MATB-345 PI

**MONSTER DUAL PLAYMAT TUBE:
OPAQUE WHITE WITH WHITE CAP**

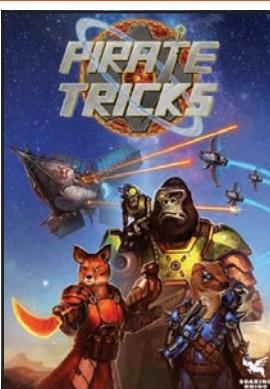
Scheduled to ship in August 2018.
SDI MON-2MATW-352 PI

SHINOBI 7

**MY HERO ACADEMIA:
THE CARD GAME**

In *My Hero Academia: The Card Game*, you must recruit super-powered students to your Hero Agency. Select the students with the best combination of quirks to complete challenging missions and become the best agency around! Scheduled to ship in November 2018.

SH7 440501 \$24.99

SOARING
RHINO GAMES**PIRATE TRICKS**

The Landor Syndicate, a pirate alliance in an area of space controlled by the Lunar Orion Order, needs a new leader. The outgoing Supreme Admiral is looking for his replacement. Players take on the role of rival captains recruiting crews, capturing rival pirates, and collecting treasure. Scheduled to ship in November 2018.

SRE 20201 \$20.00

STEAMFORGED GAMES

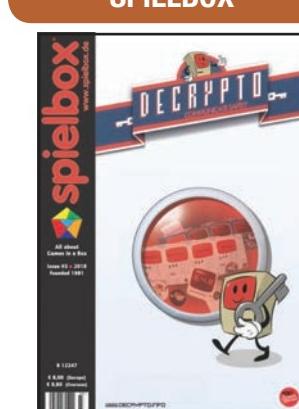
SPOTLIGHT ON

**DARK SOULS: THE CARD GAME
FORGOTTEN PATHS EXPANSION**

SFL DSTCG-002 PI

GUILD BALL
NAVIGATOR'S GUILD**DICE PACK**

SFL BNAV-002 PI

**SPIELBOX MAGAZINE ISSUE #3**

Scheduled to ship in September 2018.
SPB 20183 PI

**TALES OF THE NEW WORLD**

SFL BNAV-001 PI

CTHULHU WARS

A SANDY PETERSEN GAME

Available in Stores Now

THE ANCIENTS HAVE RISEN

A new human Faction for Cthulhu Wars
brings you 6 unique Acolytes, 3 Un-Men,
3 Reanimated, 3 Yothans and 4 cathedrals.



GLORANCHA: THE GODSWAR



Available in Stores Now

All creation's peace is shattered.
Rival pantheons battle. The world
itself transforms beneath your feet.
Determine the fate of the universe.
Can your god rise to dominate the
new cosmos?

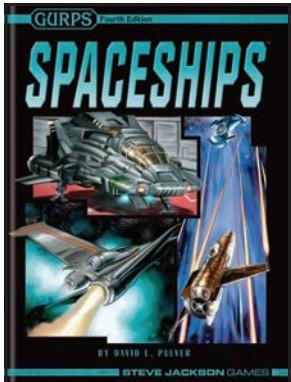


PETERSEN GAMES
A SANDY PETERSEN COMPANY

www.PetersenGames.com

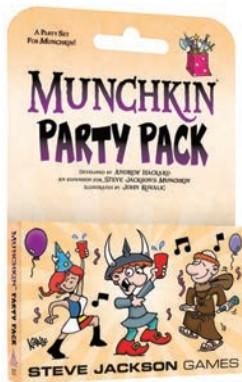


STEVE JACKSON GAMES

**GURPS: SPACESHIPS 4TH EDITION**

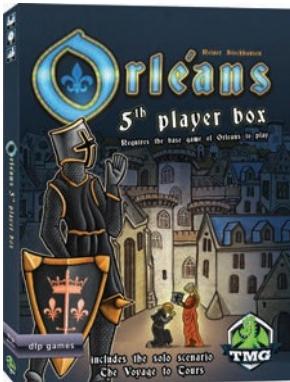
GURPS Spaceships presents a simple design system that minimizes the math and maximizes your options. Pick a hull, fill it with components, and you're done. Size is no obstacle... it takes only minutes to build even the largest spaceship. All this comes with basic rules for space travel and combat, so you can blast off right away! Scheduled to ship in November 2018.

SJG 016008 \$15.95

**MUNCHKIN PARTY PACK**

Party like a munchkin with the *Munchkin Party Pack*! It contains a 15-card mini-expansion that you can add to all your *Munchkin* games, as well as three copies each of five NEW *Munchkin* cards to give away to your friends as party favors! Scheduled to ship in November 2018.

SJG 1572 \$9.95

**ORLEANS: 5TH PLAYER EXPANSION**

Take a trip to Tours and perhaps find a new friend on the way! This expansion for *Orleans* provides you with the necessary components to add a fifth player to the game, as well as the Trip to Tours solo play promo scenario.

TTT 4004 \$19.95

TOY VAULT

**FUDGE DICE SET (8)**

Scheduled to ship in September 2018.

TOY 06329 \$9.99

**MUNCHKIN CCG: GRAVE DANGER POP DISPLAY**

This expansion for the *Munchkin Collectible Card Game* helps you build a deck that's more fun than a barrel of mummies! Each booster pack contains 12 randomized cards, at least one of which is rare or better. It's a killer addition to your CCG collection! Scheduled to ship in November 2018. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

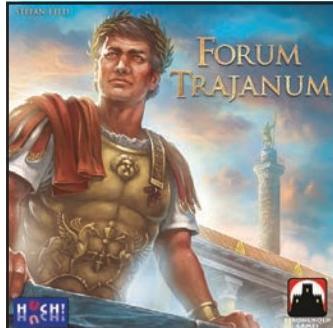
SJG 4513-D \$94.80

STRONGHOLD GAMES

**CO2: SECOND CHANCE**

This new totally re-designed edition will bring a completely new iconography, an entirely new rulebook with lots of 3D pictures for easy comprehension of the rules, more balanced gameplay, a new events deck, improved and streamlined mechanisms, upgraded wood components for the power plants instead of the cardboard tokens, while maintaining the beautiful illustrations on the board and cover, and all this with a shorter play length. Scheduled to ship in November 2018.

SHG 6020 \$89.95

**FORUM TRAJANUM**

Emperor Trajan plans to have a monument built for eternity: the Forum Trajanum. It is supposed to become the biggest and most glorious Emperor's forum that the Roman world has ever seen — not only in order to demonstrate his success as Princeps Optimus in an imposing manner, but also to foster the well-being and the fame of the honorable citizens of Rome. Scheduled to ship in November 2018.

SHG 8039 \$69.95

NOT FINAL ART

TROLL LORD GAMES

**CASTLES & CRUSADES ADVENTURER'S BACKPACKS**

Adventurer's Backpack is the first major expansion of *Castles & Crusades* since the release of the *Castle Keepers Guide*. Filled with player content, *Adventurer's Backpack* brings to the table 13 new classes, mountains of spells for all classes, rules for counter spells and spell duels, a fresh, easy-to-use unarmed combat rules, war mounts, and rune magic. But more than that, *Adventurer's Backpack* delivers a new innovative approach to equipment and equipping your character. Scheduled to ship in October 2018.

TLG 80181 \$29.99

**CASTLES & CRUSADES STARTER KIT**

The *Castles & Crusades* Starter Kit comes complete with the *Players Handbook*, *Monsters & Treasure of Aihrde*, *Character Reference Sheets* and five adventures to get you started in a game of *Castles & Crusades*. This rules light, easy to learn, fast paced Role Playing Game has been in print since 2004. Using a tried and true attribute check system that has served as an inspiration for many of the games you know and play! The *Players Handbook* and *Monsters & Treasure of Aihrde* are both hardcover books! Scheduled to ship in October 2018.

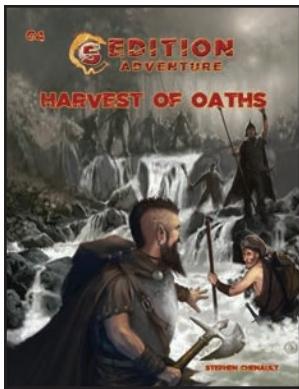
TLG 81441 \$49.99

TASTY MINSTREL

ORLEANS: 5TH PLAYER EXPANSION

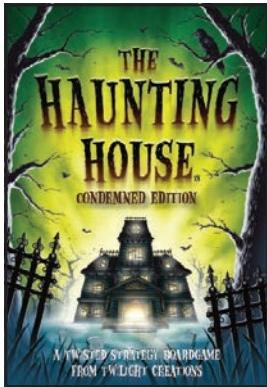
Take a trip to Tours and perhaps find a new friend on the way! This expansion for *Orleans* provides you with the necessary components to add a fifth player to the game, as well as the Trip to Tours solo play promo scenario.

TTT 4004 \$19.95

**5TH EDITION ADVENTURES:****C4 - HARVEST OF OATHS**

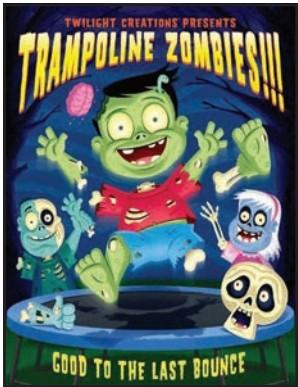
Harvest of Oaths is a series of encounters that can be played together as a loosely linked story for an overland campaign or broken into pieces and played separately. The adventures are designed for mid-level characters but are fairly easy to scale for high and low-level characters. Plunge once more into the Darkenfold and explore the haunts of the River Basin Country. Scheduled to ship in October 2018.

TLG 19321 \$9.99

TWILIGHT CREATIONS**THE HAUNTING HOUSE:
CONDENMED EDITON**

The Haunting House is a simple racing game... OR IS IT? At one time, you are picking your own path. At other times, it seems someone is picking it for you between the twisting halls, trap doors, secret passages and moving exits. It's never the same game twice! Pray that you make it through. Scheduled to ship in September 2018.

TLG 3110 \$24.99

**TRAMPOLINE ZOMBIES**

Trampoline parks are fun, unless you happen to be a zombie! Your body parts don't seem to stay where they should. Now you have to put yourself back together. Maybe you can grab the better body parts.. You know... The less icky ones. You need to reassemble your body with the best arms, legs, and head you can find. Once a player completes their zombie with this unique push-your-luck mechanic, the zombie with the most points wins! Scheduled to ship in September 2018.

TLG 4003 \$14.99

ULISSES NORTH AMERICA**THE DARK EYE RPG**

Scheduled to ship in August 2018.

AVENTURIA COMPENDIUM

The Aventuria Compendium is *The Dark Eye's* first major rules expansion and concentrates on new rules and options for combat, but also presents a wealth of new material for all professions, including new focus rules for such activities as gathering herbs, hunting, conducting research, and crafting weapons and armor. Presented in 240 full-color pages bound in hardcover European style binding with attached cloth bookmarks. Whether your character is a battle-hardened soldier, a humble Blessed One, a scholarly mage, or a young apprentice just starting out on a heroic career this volume is a must have for all players of *The Dark Eye* who want to intensify their game and bring their characters to new heights of adventure.

UNA US25003E \$49.99

**DELUXE CHARACTER SHEET FOR
MUNDANE ADVENTURERS**

The Deluxe Character Sheet for Mundane Adventurers is an essential addition for any *The Dark Eye* game. This consumable product, players will purchase again and again is of set of attractive, full-color, double-sided character sheets to track your non-magical hero's stats, skills, advantages, disadvantages, special abilities, weapons, combat stats, and equipment. Additional pages let you record your character's background and heroic achievements, details of your preferred focus rules, and even stats for your animal companions. This packet includes a bonus summary of rules for combat and skill use, for easy reference during play.

UNA US25539E \$9.99

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By Mike Elliott

CAPITAL CITY
BY JAMES ERNEST

Ancestry
By Eric M. Lang

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SOUNDS OF THE SPHERES, VOL. 1 - THE WARRING KINGDOMS

Enhance any *Dark Eye* Campaign with the *Sounds of the Spheres, Vol. I: The Warring Kingdoms*, acclaimed composer Ralf Kurtsiefer, also known as Orkpack, delivers this specially crafted musical composition. Want to set the proper mood for a thrilling combat encounter, or a somber gathering of druids or secretive witches? How about some ambient music to set the tone for visiting a mystical stone circle or wellspring inhabited by sprites of the forest? This soundtrack has you covered for all of your *Dark Eye* mood setting needs no matter the encounter. Evolve your game beyond level and unchain it from

character classes with the *Sounds of the Spheres, Vol. I: The Warring Kingdoms*.
UNA US25515E \$19.99

THE WARRING KINGDOMS

TDE CARD PACK

The *Warring Kingdoms* Card Set is the essential companion to the *Warring Kingdom* sourcebook. This handy reference card set, presented in 120 high-quality full color cards, for *The Dark Eye* RPG includes all the new skills, spells, advantages, disadvantages, special abilities, weapons, and monsters from the *Warring Kingdoms* and the Armory of the *Warring Kingdom's* sourcebooks right at your fingertips! Each creature and item card features complete stats and a full-color illustration to enhance play and bring your games to life and allow your characters to evolve beyond levels and unshackled of character class.

UNA US25518E \$9.99



LIVING LAND GM SCREEN

The *Living Land* Game Master Screen contains not only a three-panel full color GM Screen contains not only all the most important charts, tables, and modifiers from the core rules but also has new charts specific to adventures in *The Living Lands*. The outside features a single, gorgeous seamless image and the axioms and World Laws players need to remember. The GM screen also includes 16 new archetype characters, great for new players such as the Blood Witch, a Core Earth native who has embraced the increased spiritual power of the *Living Land*, the Cartel Soldier, the Edeinos Wanderer, and more.

UNA 10021 \$19.99



THE GOD BOX

The God Box is a massive adventure suitable for several months of gaming. This 114-page hardcover book is crafted in the highest quality European binding with attached cloth bookmarks. This exciting adventure starts off in besieged Washington D.C. and leads players down a trail of evil across (and under) The Living Lands which threatens the goddess of life and sensation herself: Lanala. This tome also includes expanded material and foes for the Land Below, handy for any GM's continuing campaigns.

UNA 10022 \$29.99



THE LIVING LAND

The *Living Land* sourcebook is the first major expansion to *TORG Eternity* RPG. This book introduces expanded character Perks, Miracles, and Gear. Along with these new advantages for characters it also brings new challenges such as threats, foes and lots and lots of dinosaurs! This book details the different regions of *The Living Land* COSM and brings a whole new level of adventure to any game of *TORG Eternity* RPG. A realm of primitive peril, savage sensuality, and dangerous dinosaurs for *Torg Eternity*, *The Living Land* is ruled

by High Lord Baruk Kaah and his army of reptilian edeinos. The Living Land has come to Earth and taken over both coasts of the United States, the Yucatan Peninsula in Mexico, and the mysterious White Zone in Canada. Where The Living Land rules miraculous spiritual power is available, but technology rusts and fails. Ordinary humans — and even some heroes — regress and become ruled by their primal passions.

UNA 10020 \$39.99



THE LIVING LAND BOOSTER DECK

The *Living Land* Booster Deck which is a *TORG Eternity* Drama Deck and adds specialized cards for the *Living Land*. A re-themed 40 card Drama Deck features unique special effects each round, all of them designed to accentuate the savagery and wonder of the realm. Ten new COSM cards increase the variety of effects, adding surprise and mystery. Finally, five new cards are added to the Drama Deck, bringing back some old favorites and adding completely new options to the mix.

UNA 10030 \$9.99



THE LIVING LAND BOOSTER POSSIBILITIES

The *Living Land* Possibilities are a *TORG Eternity* set of twenty heavy chips, each with unique art themed to the *Living Land*. These chips feature special effects within the game, designed to accentuate the savagery and wonder of the realm. Add flavor and style to your game of *Torg Eternity*.

UNA 10023 \$19.99

WARHAMMER 40K WRATH & GLORY RPG: STARTER SET

CAMPAIN CARD DECK

These cards put some narrative control into the players hands for games of *Wrath & Glory*. Each card's effects are immersive into the universe of *Warhammer 40,000* and help connect the player to the themes and tropes of the setting.

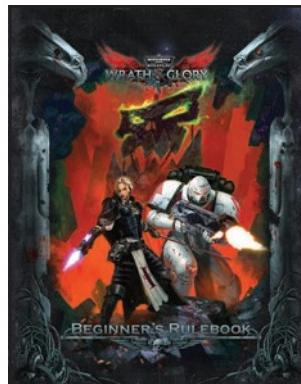
UNA WGR0006 \$19.99



PERILS OF THE WARP DECK

Using psychic powers are dangerous in the 41st Millennium. Unfortunate psykers may manifest all manner of bizarre and sinister phenomena... and this card deck details the horrific events that ensue.

UNA WGR0008 \$19.99



WARHAMMER 40K WRATH & GLORY RPG: STARTER SET

Wrath & Glory Core Rules is produced in Europe in full color on sturdy, thick, high-quality paper with premium binding and two bookmark ribbons.

UNA WGR0012 \$49.99



CORE RULEBOOK HC

Wrath & Glory Core Rules is produced in Europe in full color on sturdy, thick, high-quality paper with premium binding and two bookmark ribbons.

UNA WGR0013 \$59.99



WARHAMMER 40K WRATH & GLORY RPG: WARGEAR CARD PACK

This card contains handy references for weapons, armour, and other important wargear for *Wrath & Glory* characters.

UNA WGR0007 \$14.99

**WRATH DECK**

This card deck details numerous brutal critical hits for combat in *Wrath & Glory*, plus they are useful for determining the outcome of a threatening task (situations where the entire warband works together to complete steps towards resolving a dangerous situation).

UNA WGR0005 \$19.99

**MAGIC THE GATHERING:
PLANESWALKER 2018 LIFE PAD**

Scheduled to ship in August 2018.

UPI 86842 PI

**MAGIC THE GATHERING:
PLANESWALKER 2018
TREASURE NEST**

Scheduled to ship in August 2018.

UPI 86841 PI

**MAGIC THE GATHERING:
PLANESWALKER CHIBI DECK
PROTECTOR SLEEVES (100)**

Scheduled to ship in October 2018.

AJANI LION HUG UPI 86907 PI

CHANDRA LOL! UPI 86909 PI

CHANDRA MAXIMUM POWER UPI 86908 PI

GARRUK I'M STARVING UPI 86910 PI

GIDEON GOOD JOB UPI 86911 PI

JACE MYSTIC UPI 86912 PI

JACE SIGH... UPI 86913 PI

LILIANA TALK TO THE HAND UPI 86914 PI

**MAGIC THE GATHERING:****STANDARD DECK PROTECTOR
SLEEVES (100) -
CLASSIC CARD BACK**

Scheduled to ship in January 2019.

UPI 86954 PI

**PRO-MATTE ECLIPSE SMALL DECK
PROTECTOR SLEEVES (60)**

Scheduled to ship in August 2018.

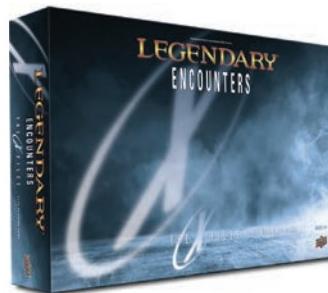
APPLE RED UPI 85830 PI

FOREST GREEN UPI 85831 PI

PACIFIC BLUE UPI 85828 PI

ROYAL PURPLE UPI 85832 PI

SKY BLUE UPI 85829 PI

UPPER DECK**LEGENDARY ENCOUNTERS:
THE X-FILES**

Legendary Encounters: The X-Files Deck Building Game is a card game themed around the award-winning television series *The X-Files*. Players will take on the roles of their favorite truth-seeking special agents like Mulder, Scully or Skinner and work together to expose and overcome a variety of grand conspiracies. Mystery and subterfuge fog the way forward as players, encouraged by beliefs and encountered by doubts, work to reveal and defeat an unrelenting stream of malevolent agents and paranormal entities. Recruit powerful allies while collecting evidence and potential leads to help your team foil the Syndicate. Remember, even though you want to believe, trust no one.

UDC 89176 PI

**POKÉMON: POKE BALL
ALCOVE FLIP BOX**

Scheduled to ship in August 2018.

UPI 85313 PI

**PRO 100+ ECLIPSE DECK BOXES**

Scheduled to ship in August 2018.

APPLE RED UPI 85686 PI

ARTIC WHITE UPI 85682 PI

FOREST GREEN UPI 85687 PI

HOT PINK UPI 85691 PI

JET BLACK UPI 85683 PI

LEMON YELLOW UPI 85690 PI

LIME GREEN UPI 85688 PI

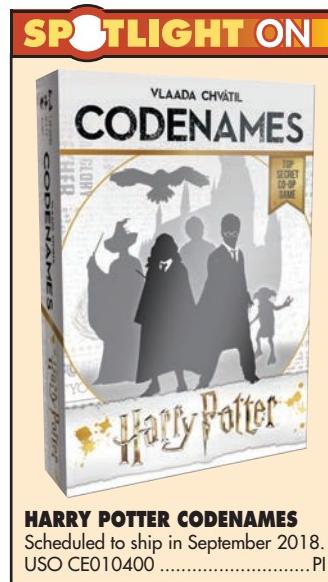
PACIFIC BLUE UPI 85684 PI

PUMPKIN ORANGE UPI 85689 PI

ROYAL PURPLE UPI 85692 PI

SKY BLUE UPI 85685 PI

SMOKE GREY UPI 85693 PI

**HARRY POTTER CODENAMES**

Scheduled to ship in September 2018.

USO CE010400 PI

**HEAVY METAL D20 DICE (2)**

Scheduled to ship in August 2018.

BLUE

UPI 85785 PI

RED

UPI 85783 PI

WHITE

UPI 85784 PI

**MAGIC THE GATHERING: GLOBAL
SERIES - ANCESTOR DRAGON
DECK PROTECTOR SLEEVES (100)**

Scheduled to ship in September 2018.

UPI 86888 PI

**MAGIC THE GATHERING: RELIC
TOKENS DISPLAY - LINEAGE
COLLECTION (24)**

Scheduled to ship in September 2018.

UPI 86851 PI



DISNEY'S SNOW WHITE AND THE SEVEN DWARFS: A GEMSTONE MINING GAME

Play Disney's *Snow White and the Seven Dwarfs* Gemstone Mining Game and push your luck as you collect valuable gems from the mine and earn bonus points by discovering gem combinations from Snow White objectives. Scheduled to ship in September 2018.

USO QZ004494 PI



DRAGON BALL Z: POWER UP

Join the Z Fighters as you compete to defeat the dragon and become the next champion. Custom game pieces include a 3D game board, 13 Character Movers, Power Up cards and Capsule Tokens. Scheduled to ship in September 2018.

USO KU113449 PI



FANTASTIC BEASTS PERILOUS PURSUIT DICE GAME

Scheduled to ship in September 2018.

USO DI010526 PI



RIVERDALE 550 PIECE PUZZLE

Scheduled to ship in September 2018.

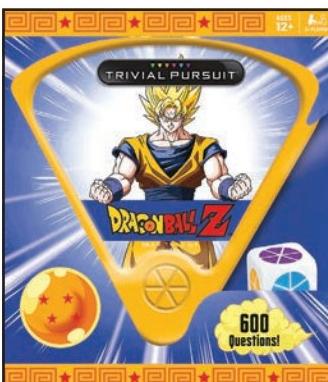
USO PZ010497 PI



RICK AND MORTY 200 PIECE PDQ TRAY PUZZLE (8)

Scheduled to ship in September 2018.

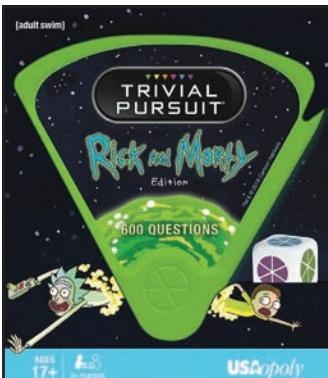
USO POPZRICKMORTY PI



DRAGON BALL Z TRIVIAL PURSUIT

Scheduled to ship in September 2018.

USO TP113449 PI



RICK AND MORTY TRIVIAL PURSUIT

Scheduled to ship in September 2018.

USO TP085434 PI

WARLORD GAMES

BLOOD RED SKIES

Scheduled to ship in July 2018.



BRITISH BRISTOL BLENHEIM MK IV

WLG 772011010 PI



GERMAN JUNKERS JU 52

WLG 772012011 PI



GERMAN JUNKERS JU 88

WLG 772012010 PI



SOVIET LISZUNOV LI-2

WLG 772014011 PI



SOVIET TUPOLEV ANT-40

WLG 772014010 PI



AUSTRALIAN 2-PDR LIGHT ANTI-TANK GUN (PACIFIC)

WLG 403015008 PI



AUSTRALIAN 40MM BOFORS AA GUN (PACIFIC)

WLG 403015005 PI



AUSTRALIAN 6-PDR ANTI-TANK GUN (PACIFIC)

WLG 403015003 PI



AUSTRALIAN 75MM PACK HOWITZER (PACIFIC)

WLG 403015004 PI



AUSTRALIAN FORWARD OBSERVER TEAM (PACIFIC)

WLG 403015002 PI



AUSTRALIAN MATILDA II INFANTRY TANK

WLG 402415001 PI



AUSTRALIAN MEDIC TEAM (PACIFIC)

WLG 403015012 PI



AUSTRALIAN PLATOON SCOUT TEAM (PACIFIC)

WLG 403015009 PI



JAPANESE VETERAN INFANTRY SQUAD

WLG 402216003 PI

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Background picture by Avatars of War



BOLT ACTION

Scheduled to ship in September 2018.



AFRIKA KORPS MEDIUM MORTAR TEAM
WLG 403012026 PI

BRITISH 8TH ARMY 6-PDR ANTI-TANK GUN
WLG 403011019 PI

BRITISH 8TH ARMY HQ
WLG 403011009 PI



BRITISH 8TH ARMY (INFANTRY BOX)
WLG 402011015 PI



BRITISH 8TH ARMY MEDIUM MORTAR TEAM
WLG 403011008 PI



BRITISH 8TH ARMY MMG TEAM
WLG 403011010 PI



BRITISH 8TH ARMY STARTER ARMY
WLG 402611001 PI



BRITISH M3 GRANT
WLG 402411007 PI



BRITISH MATILDA 2 (WESTERN DESERT)
WLG 402411006 PI

GERMAN AFRIKA KORPS 8.8CM FLAK 37
WLG 402012034 PI

GERMAN AFRIKA KORPS HQ
WLG 403012027 PI

GERMAN AFRIKA KORPS (INFANTRY BOX)
WLG 402012030 PI



GERMAN AFRIKA KORPS MMG TEAM
WLG 403012025 PI



GERMAN AFRIKA KORPS STARTER ARMY
WLG 402612001 PI



GATES OF ANTARES
Scheduled to ship in August 2018.



VIRAI DRONESCOURGE TERTIARY INSTANCE
WLG 503016503 PI

GATES OF ANTARES

Scheduled to ship in August 2018.

VIRAI DRONESCOURGE DEEP MINING TEAM WITH FRACTAL DISINTEGRATOR
WLG 503416504 PI

VIRAI DRONESCOURGE DEEP MINING TEAM WITH MAG LIGHT SUPPORT
WLG 503016506 PI

VIRAI DRONESCOURGE MINING SUPPORT TEAM WITH FRAG BORER
WLG 503016502 PI

VIRAI DRONESCOURGE WEAPON DRONE WITH MAG LIGHT SUPPORT
WLG 503016508 PI

VIRAI MINING SUPERVISOR TEAM
WLG 509916501 PI

KONFLIKT 47

Scheduled to ship in July 2018.



ITALIAN BERSAGLIERI ARMoured INFANTRY SQUAD
WLG 452211601 PI



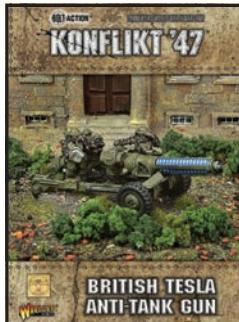
VIRAI DRONESCOURGE SCAVENGER SQUAD
WLG 502216505 PI



ITALIAN CENTURIAN HEAVY INFANTRY SQUAD
WLG 452211602 PI

KONFLIKT 47

Scheduled to ship in August 2018.



BRITISH TESLA GUN
WLG 452210603 PI



GERMAN TOWED SCHWEREFD PROJEKTOR
WLG 452410208 PI



SOVIET DAUGHTERS OF THE MOTHERLAND PATRIOT TEAM
WLG 453010804 PI



US TESLA AT GUN
WLG 452210402 PI

KONFLIKT 47

Scheduled to ship in September 2018.



GERMAN HEUSCHRECKE (LOCUST) MEDIUIM PANZERMECH
WLG 452410210 PI



GERMAN KING TIGER-X WITH HEAVY RAIL GUN
WLG 452410211 PI



JAPANESE BATTLE FRAME ANTI-TANK TEAM
WLG 453011204 PI



GAMES

TEST OF HONOUR

Scheduled to ship in June 2018.



DRAGON HOUSE MDF KIT

WLG B040 PI



THE ONNA-BUGEISHA ARCHERS

WLG 763010009 PI



THE ONNA-BUGEISHA OF ASAKURA

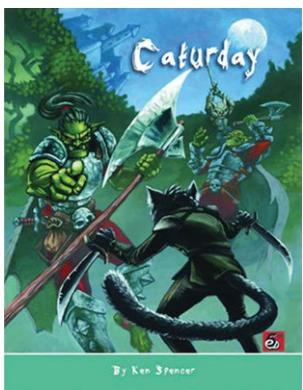
WLG 762210006 PI



THE ONNA-BUGEISHA WITH NAGINATA

WLG 763010010 PI

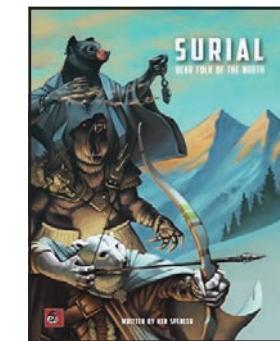
WHY NOT GAMES



CATURDAY (D&D 5E)

Swashbuckling anthropomorphic cat people battle hobgoblins to regain control of their homeland. Refugee strays scrape what lives they can from the slums of foreign cities. Temple cats live as guests in the sanctuaries of other races pantheons. These are some of the stories of the Caturday. Cast out of their own homeland, forced to wander the world, these mystical, luxury-loving Caturday make fine adventurers. Scheduled to ship in October 2018.

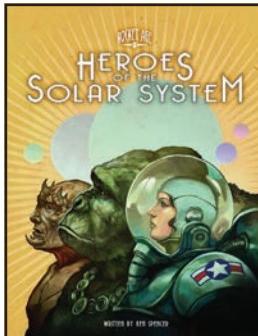
WNG 0513 \$14.99



SURIAL: BEARFOLK OF THE NORTH (D&D 5E)

The cold regions of the world are the home of the *Surial*, towering bear-folk who were created by the spirits of the wilds to serve as stewards and protectors of the natural world. Most well known for their innate healing magic and gentle nature, any who cross the *Surial* have learned a deadly lesson. Fear the fury of the bear! Scheduled to ship in October 2018.

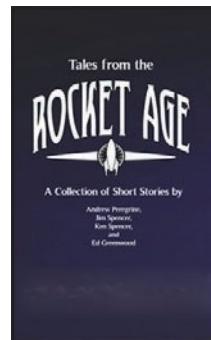
WNG 0512 \$14.99



ROCKET AGE: HEROES OF THE SOLAR SYSTEM

Freebooters rampage across Mars, Nazis plot new atrocities, savage beasts prey on colonists and above all the sinister Europans loom. The Solar System needs heroes – heroes like you! *Heroes of the Solar System*, the second sourcebook for *Rocket Age*, offers you a look at the heroes of the rocket set. The focus of *Heroes of the Solar System* is on the player characters, though Gamemasters will still find plot hooks and episode ideas galore. Scheduled to ship in October 2018.

WNG 0514 \$24.99



TALES FROM THE ROCKET AGE

Inside you will find four stories from a Solar System that never was and a 1938 that should have been. Journey to Mars, scour the vastness of space, and face impossible odds battling criminals, rogue princes, and Nazis! *Three Aces for the Dancer* by Ed Greenwood, *Emancipation Knights* by Ken Spencer, *Spies, Lies and Allies* by Andrew Peregrine, and *Rocket Corps on Mars* by James Spencer. Scheduled to ship in October 2018.

WNG 0511 \$8.99

WILDFIRE

DICEHACK

Can you complete the sequence before your rivals catch up & stop you? You'll need all your resources & ingenuity to beat them & become the 1st to hack the node. Scheduled to ship in November 2018.

WDF 11520 \$35.00

WINNING MOVES GAMES



CLASSIC RUMMY TILES

Stadium style racks that step up give each player a good view of their personal set of tiles. The easy-to-read tiles, with large, bold-printed numbers in Black, Blue, Green and Red, add to your enjoyment! Make sets or runs with your tiles and go out first for the win! Scheduled to ship in July 2018.

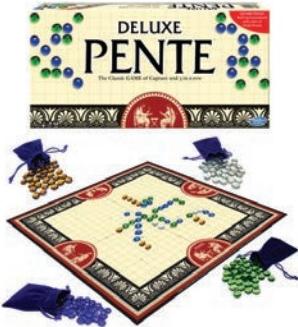
WIN 1214 PI



CRACKERS IN MY BED

Find 'em, Match 'em, Feed Him Quick! Kids spin the spinner and search through the bear's bed to find the top-half cracker pieces that match the bottom-half cracker pieces they have. When a correct match is made, kids feed the bear. Scheduled to ship in July 2018.

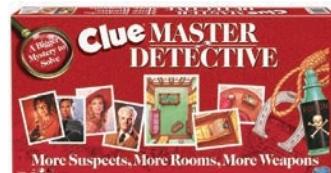
WIN 1218 PI



DELUXE PENTE

First introduced in the 1970s, *Pente* is a contemporary strategy game based upon several closely related games that have been popular in Asia for centuries – most notably the game of *Go*! The object is simple – the first player to place five stones in a row or to capture five pairs of opposing stones is the winner. Scheduled to ship in July 2018.

WIN 1212 PI



CLUE MASTER DETECTIVE

With more suspects, more rooms, and more weapons *Clue Master Detective* is the perfect game for Murder Mystery Parties. First introduced in the 1980's this supersized version of *Clue* adds up to a lot more mayhem! You'll need your sharpest detective skills to solve the ever-changing mystery! Scheduled to ship in July 2018.

WIN 1213 PI



ICE POP SWAP

A cool card swapping game for kids! The object is to be the first player to collect four Ice Pop Sticks of one color. But be on the lookout for the Icky Sticks! They will not count towards your winning collection. Scheduled to ship in July 2018.

WIN 1215 PI



CLUE SUSPECT CARD GAME

Use your hand of cards to determine the suspect, weapon and location of the crime. Was it Colonel Mustard in the Dining Room with the Knife? A true *Clue* experience is "in the cards!" Scheduled to ship in July 2018.

WIN 1210 PI



MONOPOLY ADVANCE TO BOARDWALK

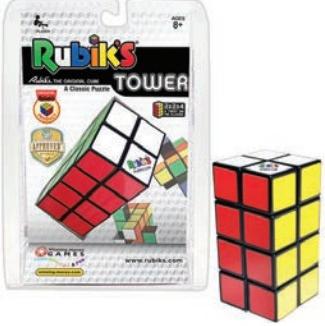
Originally introduced in 1985 as the first ever *Monopoly* spin-off! Players compete to build multi-level, high rise hotels along the historic seaside boardwalk. The player with the most valuable property portfolio wins! Scheduled to ship in July 2018.

WIN 1209 PI

**MONOPOLY THE CARD GAME**

Take the fun of Monopoly the board game and the familiar gameplay of Rummy and you've got Monopoly The Card Game! Players draw and trade cards to try and build the most valuable hand of Monopoly cards before any other player can do so. Property cards, Token cards, House and Hotel cards, Free Parking, Go and Wild (Mr. Monopoly) cards will add to your payoff. Scheduled to ship in July 2018.

WIN 1217 PI

**RUBIK'S TOWER**

This 2x2x4 Cube is an interesting twist on the original Rubik's Cube. Imagine two 2x2 Rubik's Cubes on top of one another, that are able to rotate around a central axis. This allows for an especially diabolical twisty puzzle! Scheduled to ship in July 2018.

WIN 5035 PI

**PICTUREKA! CARD GAME**

Perfect for families, friends and parties, Pictureka! card game is great fun for all ages. There are four different ways to play and they vary in pace from calm to high-energy! Scheduled to ship in July 2018.

WIN 1211 PI

**RUBIK'S TACTILE CUBE**

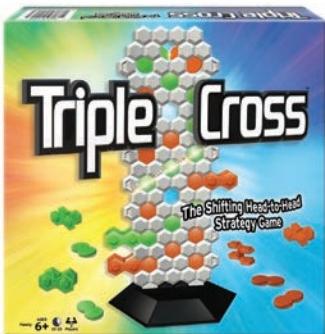
This 3x3x3 Rubik's Cube has been enhanced with embossed shapes! By adding shapes to the colored sides of the cube, the Rubik's Tactile Cube is now playable (and solvable!) with your eyes closed! Scheduled to ship in July 2018.

WIN 5037 PI

**RUBIKSTWIST KEY RING**

The Rubik's Twist Key Ring works like the original Rubik's Twist. It's a twisting puzzle challenge that takes the form of thousands of shapes. Clip it to your keys, backpack or bag and you'll always have something to puzzle, twist, and fidget with wherever you go. Scheduled to ship in July 2018.

WIN 5036 PI

**TRIPLE CROSS**

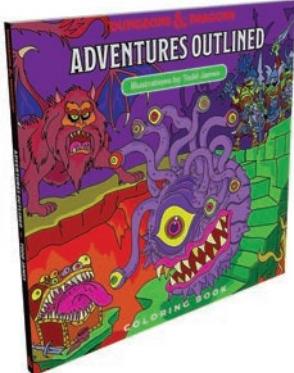
Push in! Push up! Push out! Players engage in head-to-head strategic battle by placing discs in the innovative Triple Cross tower. Your aim is to have more vertical and diagonal "3-in-a-rows" than your opponent. It may look like you're all lined up for a win but your opponent's next move could knock a key piece out of the tower. Utilize special "blockers" to lock in a row and guard your position. Be the boss of Triple Cross! Scheduled to ship in July 2018.

WIN 1216 PI

WIZARDS OF THE COAST**DUNGEONS & DRAGONS
ADVENTURES OUTLINED
COLORING BOOK**

The Dungeons & Dragons Adventures Outlined coloring book features fantastical designs and shows off classic monsters from the game as seen through the eyes of world renowned artist, Todd James. Color your way through each adventure with these delightful illustrations. This coloring book features unique designs including beholders, trolls, goblins, dragons, and more. Provides hours of creativity, fun, and relaxation.

WOC C60350000.....\$16.95

**FEATURED ITEM****DUNGEONS & DRAGONS RPG: CORE RULEBOOK GIFT SET**

The Dungeons & Dragons RPG: Core Rulebook Gift Set contains one Player's Handbook, one Monster Manual, one Dungeon Master's Guide, and one DM Screen in Slipcase.

WOC C58720000.....\$169.95

SPOTLIGHT ON**DUNGEONS & DRAGONS
RPG: CORE RULEBOOK GIFT
SET LIMITED ALTERNATE
COVERS**

Dungeons & Dragons RPG: Core Rulebook Gift Set Limited Alternate Covers contains one Alternate Cover Player's Handbook, one Alternate Cover Monster Manual, one Alternate Cover Dungeon Master's Guide, one DM Screen in Slipcase.

WOC C58750000LE.....\$169.95

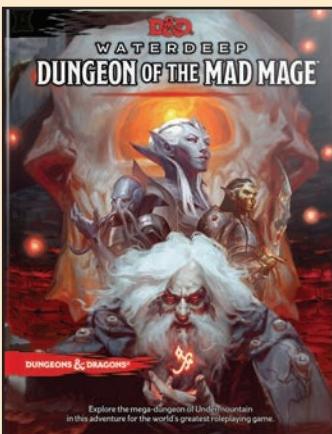
**DUNGEONS & DRAGONS RPG:
WATERDEEP - DRAGON HEIST DICE**

Whether you're planning the next caper or simply spending a night on the town in Waterdeep, don't go without a trusted set of dice in hand.

WOC C47330000.....\$24.95



SPOTLIGHT ON



DUNGEONS & DRAGONS RPG: WATERDEEP - DUNGEON OF THE MAD MAGE

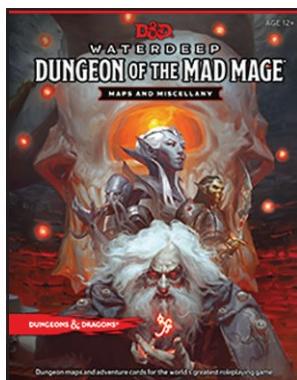
In the city of Waterdeep rests a tavern called the Yawning Portal, named after the gaping pit in its common room. At the bottom of this crumbling shaft is a labyrinthine dungeon shunned by all but the most daring adventurers. Known as Undermountain, this dungeon is the domain of the mad wizard Halaster Blackcloak. Long has the Mad Mage dwelt in these forlorn depths, seeding his lair with monsters, traps, and mysteries-to what end is a constant source of speculation and concern. This adventure picks up where *Waterdeep: Dragon Heist* leaves off, taking characters of 5th level or higher all the way to 20th level should they explore the entirety of Halaster's home. Twenty-three levels of Undermountain are detailed herein, along with the subterranean refuge of Skullport. Treasures and secrets abound, but tread with care!

WOC C46590000.....\$49.95

DUNGEONS & DRAGONS RPG: WATERDEEP - DUNGEON OF THE MAD MAGE MAP PACK

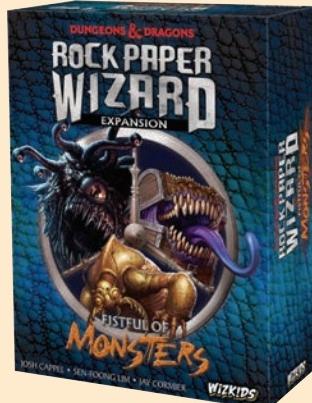
In the city of Waterdeep rests a tavern called the Yawning Portal, named after the gaping pit in its common room. At the bottom of this crumbling shaft is a labyrinthine dungeon shunned by all but the most daring adventurers. Known as Undermountain, this dungeon is the domain of the mad wizard Halaster Blackcloak. Long has the Mad Mage dwelt in these forlorn depths, seeding his lair with monsters, traps, and mysteries-to what end is a constant source of speculation and concern.

WOC C60520000.....\$24.95



WIZKIDS/NECA

SPOTLIGHT ON



DUNGEONS & DRAGONS: ROCK PAPER WIZARD FISTFUL OF MONSTERS EXPANSION

Rock Paper Wizard: Fistful of Monsters is the first expansion for the popular *Dungeons & Dragons Rock Paper Wizard* game brought to you by award-winning designers Jay Cormier, Josh Cappel, and Sen-Foong Lim. All the original game features you love are there, but now a new threat has entered the mix, the Wandering Monster. Encounter all your favorite classic *D&D* creatures, such as Mimics, Umber Hulks, and Beholders. Each Wandering Monster has their own unique ability, capable of forcing a wizard to move around the board, lose gold, or even take an Injury Token. However, Wizards are not totally defenseless. A stack of Magical Items, such as a Ring of Spell Storing and Wand of Fireballs, is located at the entrance to the cave. Use these in combination with spells to avoid the Wandering Monster and move into a scoring position while gaining the fewest Injury tokens. If you don't, you're going to have to pay the Cleric a sack of gold in order to heal you! It's going to take an ounce of cunning, a dash of guile, and a pinch of luck to dodge the Wandering Monster, outwit the other Wizards, and claim the gold from the dragon's hoard! Be the first to collect 25 or more Gold to win the game! Scheduled to ship in October 2018.

WZK 73142.....\$19.99

SPOTLIGHT ON



ICONS OF THE REALMS

DUNGEONS & DRAGONS FANTASY MINIATURES: ICONS OF THE REALMS SET 10 BOOSTER BRICK (8)

Collect all 44 figures from Set 10, the newest set of randomly sorted monsters, heroes, villains, and more in our exciting line of *D&D* miniatures, *Icons of the Realms*! Scheduled to ship in November 2018.

WZK 73597.....\$127.82

DUNGEONS & DRAGONS FANTASY MINIATURES: ICONS OF THE REALMS SET 10 COMPANION STARTER ONE

The *D&D Icons of the Realms: Set 10 Companion Starter One* includes five fantasy miniatures for use with the *Dungeons & Dragons* tabletop roleplaying game Starter Set. Bring these wonderfully detailed miniatures to your next *Dungeons & Dragons* session and enjoy the envy of all your fellow adventurers! Scheduled to ship in November 2018.

WZK 73115.....\$24.99

DUNGEONS & DRAGONS FANTASY MINIATURES: ICONS OF THE REALMS SET 10 COMPANION STARTER TWO

The *D&D Icons of the Realms: Set 10 Companion Starter Two* includes five fantasy miniatures for use with the *Dungeons & Dragons* tabletop roleplaying game Starter Set. Bring these wonderfully detailed miniatures to your next *Dungeons & Dragons* session and enjoy the envy of all your fellow adventurers! Scheduled to ship in November 2018.

WZK 73116.....\$24.99

DUNGEONS & DRAGONS FANTASY MINIATURES: ICONS OF THE REALMS SET 10 PREMIUM FIGURE

This gorgeous Premium Figure contains fantastic never-before-seen miniature(s) that add to your *Dungeons & Dragons* tabletop roleplaying game! Scheduled to ship in November 2018.

WZK 73599.....\$49.99



FEATURED ITEM

RAVNICA ALLEGIANCE

MAGIC THE GATHERING CCG: RAVNICA ALLEGIANCE

Darkness is coming to Ravnica. A conflict that could tear apart the world itself looms large, and the fragile peace between the guilds is strained to its breaking point. Now, with everything on the line, it's time to step up, prove your loyalty, and fight for your guild. Scheduled to ship in January 2019. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

BOOSTER DISPLAY (36)	WOC C46330000	\$143.64
BUNDLE	WOC C46350000	\$39.99
DECK BUILDER'S TOOLKIT (4)	WOC C46390000	\$79.96
GUILD KIT DISPLAY (5)	WOC C50040000	\$99.95
PLANESWAKER DECK DISPLAY (6)	WOC C46360000	\$89.94
THEME BOOSTER DISPLAY (10)	WOC C58390000	\$69.90

WYRD MINIATURES

THE OTHER SIDE



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CULT OF THE BURNING MAN ECB BLACK OPS
WYR 40254 \$45.00



GIBBERING HORDES FATE DECK (PLASTIC)
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WYR 40112 \$45.00



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GIBBERING HORDES YARAZI
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KING'S EMPIRE THE KING'S HAND
WYR 40107 \$75.00



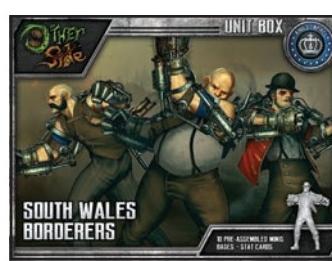
ABYSSINIA ELECTROCUTIONERS
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WYR 40258 \$45.00



KING'S EMPIRE FATE DECK (PLASTIC)
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KING'S EMPIRE SOUTH WALES BORDERERS
WYR 40106 \$45.00



ABYSSINIA FATE DECK (PLASTIC)
WYR 40008 \$12.50



GIBBERING HORDES ALPHA CRAWLER
WYR 40208 \$75.00

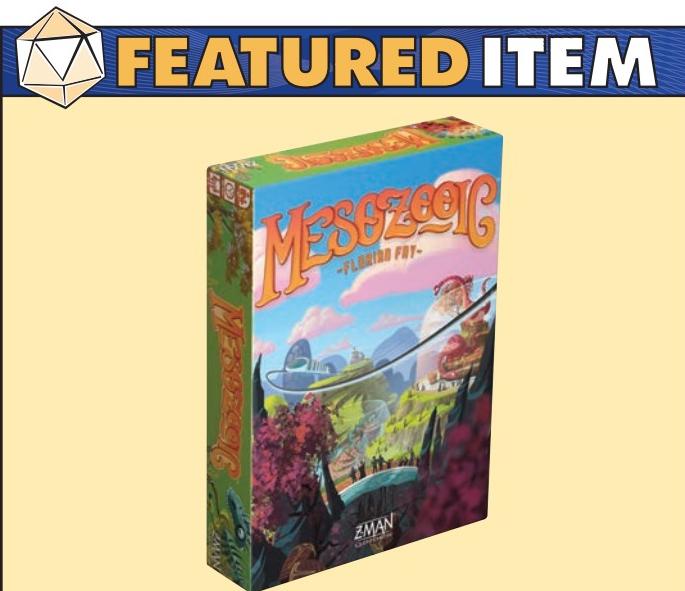


CULT OF THE BURNING MAN DOOMSEEKERS
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GIBBERING HORDES ARMORED WHELKS
WYR 40203 \$55.00

Z-MAN GAMES



MESOZOIC

The age of the dinosaurs is back - this time safely behind glass! The public can't wait to get a glimpse, and it's your job to satisfy their curiosity by building the best dino zoo. You have three rounds to draft the most exciting attractions and slide them into place in this frantic, real-time puzzle game. Choose wisely, build quickly, and wow your guests. May the best zoo win! Scheduled to ship in October 2018.

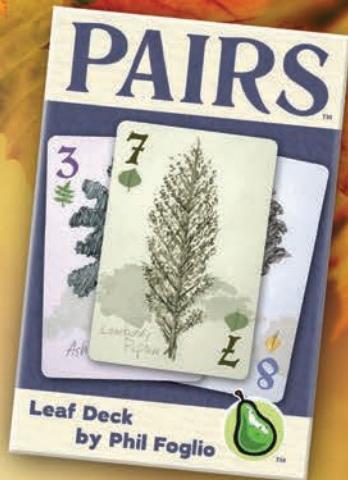
ZMG ZM003 \$19.99



Autumn Leaves



A new Pairs game for 3 to 6 Players
Presented by Cheapass Games



Background: Autumn Leaves is a simple game about racing to empty your hand. It was inspired by the new **Leaf Deck** by Phil Foglio, but of course you can play it with any Pairs deck.

Note: Points are bad, so a low score is good. Your score can even go negative, if you can empty your hand!

Players: 3 to 6

You Need: A Pairs Deck and a way to keep score.

To Begin: Shuffle the deck and deal a hand of seven cards to each player. Place the deck in the center of the table with space for a discard pile beside it.

First Round: Each player chooses one card from their hand, revealing them simultaneously. Place this card face up in front of you, as the first card in your *leaf pile*.

Subsequent Rounds: Again, each player chooses one card from their hand, revealing them simultaneously. Players will then take turns placing these cards on leaf piles, if they can, with the *lowest* cards acting first.

Ties for play order are broken by the cards in each player's leaf pile, starting at the top and going down if necessary. Lower cards act first, and "a card" acts before "no card." If the leaf piles are identical, which is rare, players must determine their play order randomly.

Note: Since leaf piles are always changing, the order of play must sometimes be rechecked after each card is placed.

CHEAPASS Games®

cheapass.com

Do you love PAIRS?
So do we! Come back for a new PAIRS game every month in 2018. More than 30 games and variations are already available in the *Pairs Companion Book*, from Cheapass Games. Look for the free PDF at playpairs.com.

For example, if your highest card is a 9, and you have six cards in your leaf pile, then your score for the hand is 3 points. If you had only a 4 in your hand and nine cards in your leaf pile, then you would score 0, because that is the minimum.

Final Scoring: Track your score for six hands, and then the lowest total score wins the game.

When You Place: You must place your card somewhere if you can. It can be placed on top of a card that is *one rank higher* or *one rank lower*. For example, a 6 can be played on a 5 or a 7. You can play on any stack, including your own.

If you cannot place your card, then you must either *take it back* into your hand, or discard it and *draw a replacement*. (If the deck is empty then the hand is over.)

Cold Snap: A "Cold Snap" is a special case that happens when *nobody* is able to place their card. In this case, rather than the rules above, each player adds their card to the top of their own leaf pile, ignoring the sequencing rules. Note that these cards are *still placed in turn order*.

Ending the Hand: As soon as any player *places their last card*, or as soon as the *last card is drawn from the deck*, the hand is over. Anyone who has not placed their card yet must take it back. Scoring is as follows:

The Winner: This is the player who ran out of cards. She subtracts one point from her score for every card in her leaf pile. Scores can track into the negatives.

Everyone Else: All other players score the rank of the *single largest card in their hand*, minus the number of cards in their leaf pile, to a minimum of zero.

ARISTEIA!

HUMAN FATE: BUSINESS ARRIVES TO HEXADOME

AN ARTICLE BY BELÉN MORENO GARRIDO.

ARISTEIA! HUMAN FATE

CVB CBARI17 \$36.49 | Available August 2018!

Corvus Belli presents a new expansion for its game Aristeia! The Human Fate (HF) expansion will increase the amount of options and interactions in your games with four new characters, each one of them with a brand new style of play and remarkable skills that will amaze all players.

The theme of this new expansion is the massive hypercorps of the Human Sphere, and their hunger for profit and power. They have found this in Aristeia! and they have found this sport to be the best way to showcase and promote their products.

Four aristos arrive to fiercely dispute the throne in the HexaDome. A rich heiress thirsty for blood, a high-performance athlete, an enigmatic competitor, and a national icon that has come to rewrite the history of Aristeia!

Dart is a natural adventurer, always seeking exciting challenges. She won't hesitate to risk her own life just to feel another adrenaline rush. She is willing to use all the fortune of her family business, **Aura Biochemicals**, to become the **Bahadur** of this season.

Besides updating Poisoned rules, Dart also adds a new State to the game: Hidden.

Prysm has worked very hard to be where she is now. She is an innate athlete and competition is part of her DNA. Her whole life has been dedicated to improving every cell in her body based on a rigorous and tenacious training. Under the sponsorship of the mega company **Ypsilon**, her physical prowess will be put to the test in the HexaDome. She won't give up, and she will fight to the end for the title of **Bahadur**.

In addition to this, Prysm brings a new State: Marked.

Little or nothing is known about the girl behind **Eclypse**, the mysterious candidate of **Baily Corp.**, who comes to relive the most glorious past of Aristeia! Her appearance has dismayed the public and has divided the media. She's willing to kill anyone who crosses her path.

On the board, Eclypse works with the counters from her rivals and includes two new states: Marked and Hidden.

Bixié is the national champion of Yu Jing, a great symbol and icon of a nation. All the propaganda and financial machinery



Eclypse

of the Eastern state is at the service of the company **Dágang**. She aims to demonstrate her superiority to the entire Human Sphere and, above all, to their rival power, PanOceania. This mix of tradition and technology will leave the audience speechless when they see Bixié in action.

For the first time, we introduce a character with fewer Energy points (3). In addition, she brings the Marked Status.

With this new expansion, two new states are added to the game:

- » **Marked:** The Character that suffers this State can be chosen as Objective even without Line of Sight.
- » **Hidden.** No Line of Sight can be drawn to the Model affected by this State, except by Range 1-1.

One of the existing rules of the game is also updated:

- » **Poisoned.** Poisoned state tokens are removed immediately after resolving their effect by showing their blue face.

The updated rules can already be found on the wiki (<https://aristeiathegame.com/wiki>).

In addition to including the four pre-assembled high-quality plastic miniatures with the seal of Corvus Belli, a testament to quality. Each expansion of Aristeia! contains 4-character cards, 4 initiative cards, 16 tactical cards, 3 cards where the new rules are explained, and all the markers needed to play the expansion. A total of 96 cards are added in each box, as a copy of each card is incorporated in each of the game's official languages: Spanish, English, German and French.



CORVUS BELLI

ARISTEIA!

HUMAN FATE

NEW ARISTEIA!
EXPANSION
NOW AVAILABLE



Grackles™

THE NEWEST CLASSIC GAME



GRACKLES

FSD 1011 \$39.95 | Available September 2018!

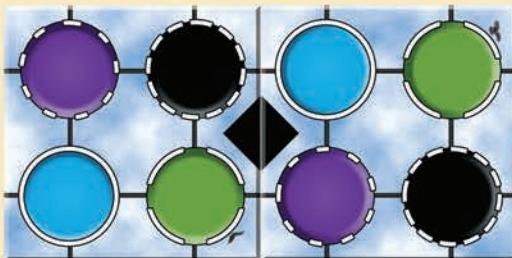
Every so often you come across a game that hits you right in a special place and really sticks with you. Something about the game just "works" in a way that makes it stand out. These are fantastic moments as a player, and honestly, they are even more amazing as a publisher. Coming across one of these gems and getting to help bring it to life, getting it onto game tables across the world is a great feeling.

That was the case when we came across *Grackles*. Back in 2016, Anne-Marie and I were attending BGGCon and sat down for a demo with John Shulters and Sarah Graybill. They showed us a very clever, fast-playing abstract strategy game about placing tiles and laying down markers. At the time, the prototype didn't have a theme, which worked fine given its abstract nature. We really liked the way the game played, and what really struck us was that it immediately reminded me of the classic games we grew up with.

One of the most brilliant things about *Grackles* is that it's one of those games that is simple to learn but challenging to master. I can teach the game in one minute, but the strategy and depth of choices become clear after your first turn.

We signed the game a short time later, and wrestled with creating a theme that reflects the gameplay. Grackles are a type of blackbird that can be found throughout the United States and Mexico. Aside from being very noisy birds, they are known for gathering in large groups on telephone lines and for the iridescent coloring of the males, which can include black, blue, green, and purple. We took inspiration from their color and behavior to create the artwork for the game, and Mateusz Wilma did an amazing job creating a beautiful cover.

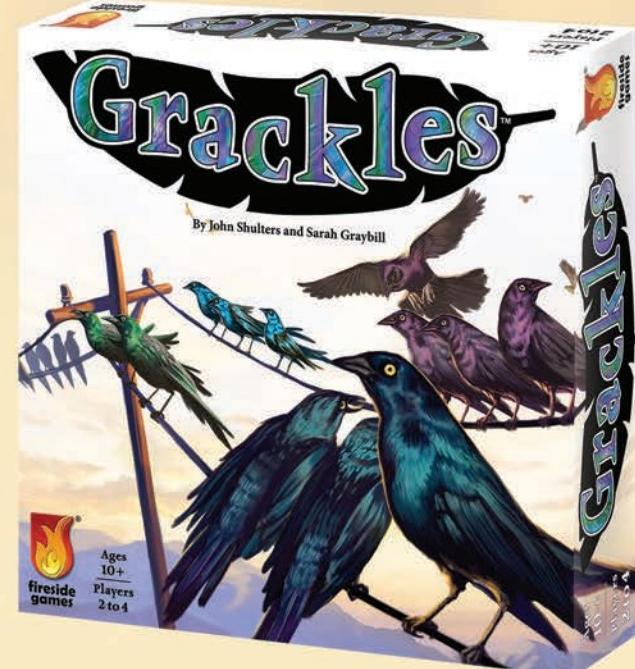
Here's how *Grackles* works.



There are 25 tiles in the game, each one containing one colored spot of each of the player colors: black, green, blue, and purple. The spots are arranged in different patterns, so they're not all the same. Each player gets 45 plastic bird tokens in their color, five rotate tokens, and a player aid token. There are two tiles in the game that have black triangles on one side. These are placed on the table with their triangles connecting to create a square, becoming the starting tiles. All the other tiles are shuffled and placed in a draw pile, face down.

On your turn, you may perform one of four possible actions:

1. Draw and place a tile. It must be connected orthogonally to another tile, but it can be rotated any way you wish.
2. Build a line of birds. Place your bird tokens, starting on an empty spot of your own color, ending on another empty spot of your color, and covering every spot between to create a straight line. This line can't be crossed by any player, including yourself.



3. Extend a line. If there is an uncovered spot of your color in the direction of an existing line, you can extend your line, placing new tokens to connect it to your existing line. The trick here is that you can make the line longer only in the same direction. You can't change direction, so no 90 degree turns.
4. Rotate a tile. You can spend one of your 5 rotate tokens to rotate a tile to a new facing, as long as it's empty. Once a tile has bird tokens on it, that tile cannot be rotated.

You build out the tiles until you have a 5x5 grid. Everyone plays until no turns are possible, and the player with the most birds on lines at the end wins. That's it. The game is that simple to play. You have one action on your turn and four choices of what to do with that action.

The beauty of the strategy creeps in quickly. Do you draw a tile and hope to build on it later, or build a short line of birds now? Will placing that tile in a certain location help your opponent more than you? Do you spend one of your precious rotate tokens, hoping no one else sees what you are planning?

There are hints of Othello, Go, even Checkers in the way *Grackles* plays and you can't walk away from the game without it feeling somehow familiar even though it's completely new.

We are incredibly happy to bring this game to players everywhere and we hope you enjoy it as much as we do! *Grackles* will be available everywhere September 5th.

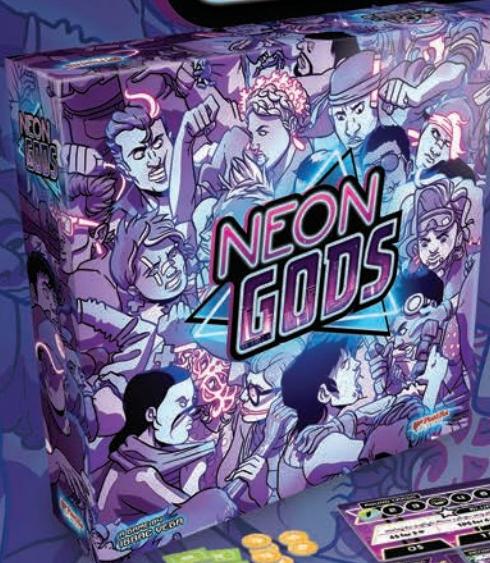
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Justin De Witt is the Chief Creative Officer and co-owner of Fireside Games with his wife and CEO, Anne-Marie De Witt. His favorite nickname for real Grackles is "Taco Raptors," and he always feeds them chips when no one is looking. His previous designs include Castle Panic, Star Trek Panic, and Hotshots.



It's the future year of 2009,
and blurpin' ain't how it used to blurp.

NEON GODS



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VICTORIAN MASTERMINDS

LOOTING THE TREASURES OF THE WORLD

CM
ON

VICTORIAN MASTERMINDS

COL VIC001 \$49.99 | Available Q4, 2018!

It all started nearly two months ago with the disappearance of the world's greatest detective, Sherlock Holmes. Since then, crime has been on the rise. Supervillains have been looting major cities, scientists and public officials are being abducted at an alarming rate, and there has even been mention of giant mechanical monstrosities terrorizing the citizens of the world. Law enforcement seems helpless to stop the recent spat of major crimes. Truly, it is a wonderful time to be an evil genius. Luckily, you are one!

From the nefariously creative minds of Eric M. Lang and Antoine Bauza comes *Victorian Masterminds*. Set in a steampunk era, where the rule of law has been suspended, players become criminal entrepreneurs, looking to take advantage of the current state of chaos. The only thing standing in their way is their illicit competition. The goal of the game is to collect the most victory points, but will they get there by completing their Infernal Machines? Or Capturing the great buildings of the world? Perhaps they will gain points through Missions, or kidnapping Scientists. There are many paths for victory!

Criminal masterminds can't be expected to do all the dirty work themselves, so each player has a team of Agents at their disposal. They will be sent out to one of the five major cities, London, Washington, Rome, Paris, and Moscow, to do the bidding of their master. Each different Agent has a specific ability, like the Henchman, who attempts to complete Missions, or the Gunner, who tries to capture Buildings.

On a turn, the active player draws the top Agent token off their pile and secretly looks at their special power. Then, they deploy the Agent facedown to one of the five cities. If the Agent placed is the third in a location, gameplay is paused and the city is resolved. The stack of Agents is flipped and players get rewards for their efforts. From top to bottom, the Agents earn spoils from the city, like Copper Plates, Bolts, or Scientists. Then, each Agent will attempt to complete their special ability. However, they have to be careful. If a Saboteur Agent is in the stack, they will stop the next Agent below from using their Special Ability!

There are four different Buildings that can be captured from each city. Universities, Factories, and Furnaces are all worth victory points, and earn players a resource like Scientists, Bolts, or Copper Plates when they're acquired. Monuments earn Mayhem Tokens, worth an additional two Victory Points at the end of the game.

All those collected resources are going to help with the construction of their Infernal Machines. Each villain has had a dream since their youth of building a giant, death-dealing contraption, and now's their chance! Players start the game with an Infernal Machine sheet that has the blueprints for their design and the resources required to make it a reality. As they complete sections, they'll earn rewards. The Machines start with a basic Power, but as they're completed, they can unlock bonus Powers.



The Infernal Machines also have holding cells to keep captured Scientists. Scientists can be discarded to perform special actions. One Scientist allows players to place a discarded Agent token. Two Scientists will grant the active player a second turn. Finally, three Scientists allow players to capture a Building from any city on the board, regardless of firepower. Being nerdy, or at least capturing nerds, has its advantages!

Despite a general incompetence, the Secret Service is still working to bring the Victorian Masterminds to justice. The Secret Service Board represents the current level of research and strength that they have. Whenever a Gunner attempts to capture a Building, they'll compare their firepower against the Secret Service Board and only gain the Building if they have the higher strength. Every time a Building is captured, the Secret Service Board level goes up by one, making it harder for the next criminal to snag a vulnerable piece of architecture.

The end of the game is triggered when either a player completes their Infernal Machine, or the Secret Service reaches the highest level. Each player gets one last turn, and then points are totalled. The evil genius who has acquired the most points throughout the game will be declared the winner and a true Victorian Mastermind!

Victorian Masterminds will be coming to retail in Q4 2018.

•••

Sean Jacquemain is a Content Producer for CMON and Managing Editor and photographer of The Daily Worker Placement blog. He lives in Toronto, where he worked as a Game Guru and Manager at Snakes and Lattes Game Cafe.



STAR WARS™ LEGION™

“ YOUR FEEBLE SKILLS ARE NO MATCH FOR THE POWER OF THE DARK SIDE. ”

- EMPEROR PALPATINE



SWL22 \$12.95
SWL23 \$24.95

Full contents not shown.

FANTASYFLIGHTGAMES.COM/SWLEGION

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WAR CHEST™




WAR CHEST

AEG 7035\$49.99 | Available August 2018!

War Chest is a game that immediately grabbed my attention when I first saw it presented by designers Trevor Benjamin and David Thompson at Essen in 2016. There is an often-used phrase of "simple to learn, tricky to master", and I immediately saw some of that magic after one play through.

After returning home with the prototype, I discovered that it had the capacity to also hold my attention, as it constantly hit the table in my play-testing group. With each replay came a different combination of units and possible strategies.

I immediately set about seeing if the rest of the Alderac Entertainment team felt the same way.

My belief was that the game was incredibly approachable even for people that were not hardcore gamers, but the challenge was how to show that to our hardened team of gamers at one of our company planning events.

I did the only thing that you can do in such situations, I enlisted the help of our accountant, Taylor, who is probably the best definition of "extended gamer family" at our company – not an avid gamer herself, but enjoys them enough to play something that is straightforward to learn.

Rolling out the game with her, in front of the other staff was a great eye-opener. Having played one game, which I managed to teach and play in less than 45 minutes, she immediately asked to play again, as she could see some new possibilities. After the third game (and double-checking with her that she wasn't just being nice to me) I was happy that my initial view was correct, and, importantly, the other team members were looking on with interest.

The team then played several games, both two-player and four-player, and the game was a success with the more seasoned gamers too!

From there development began. It was during the development process that I came across an article on CNN titled *Iconic Viking Grave Belonged to a Female Warrior*.

And although further reading questions some of the initial assumptions, this became a strong inspiration throughout the development process.

One of the things it cemented for me was the sense that this game could have been invented a thousand years ago. Yes, it pays close



attention to modern game design concepts, and I am sure a thousand years ago cards might not have been part of the content, but it had that elegant simplicity underpinning the more modern designs. An elegance that gives it an almost classical feel.

When I discussed this with John Zinser we came up with the idea that the game would come in a box that looked like an actual Chest, and John penned a brief story of how the game might have been born in medieval times.

We wanted something that had a classical look, to go with the feel of the game, and after enlisting the help of graphic designer Brigitte Indelicato, we came up with a Celtic theme. The intricate patterns and rich imagery of the Celtic genre seemed to be a great fit, and the two kingdoms got the symbol of the wolf and the raven.

In later discussions with Todd and Mara, these became the clans Byrne and Faol, the former derived from Irish Gaelic meaning of "the family of Bran" (Bran being a raven) and the latter being the Scots Gaelic word for wolf.

Production manager Dave Lepore worked tirelessly to ensure that the components lived up to our expectations of a beautiful product.

Continued play-test resulted in one or two small changes in the abilities of the different units, until we were happy with the final balance, with Nicolas Bongiu and Erik Yaple, and their teams, testing the game and its rules.

We added a snake draft mechanism for experienced players so that they can make more strategic decisions at the start of the game. In fact, the real secret of the "tricky-to-master" element is changing your gameplay from more tactical to more strategic.

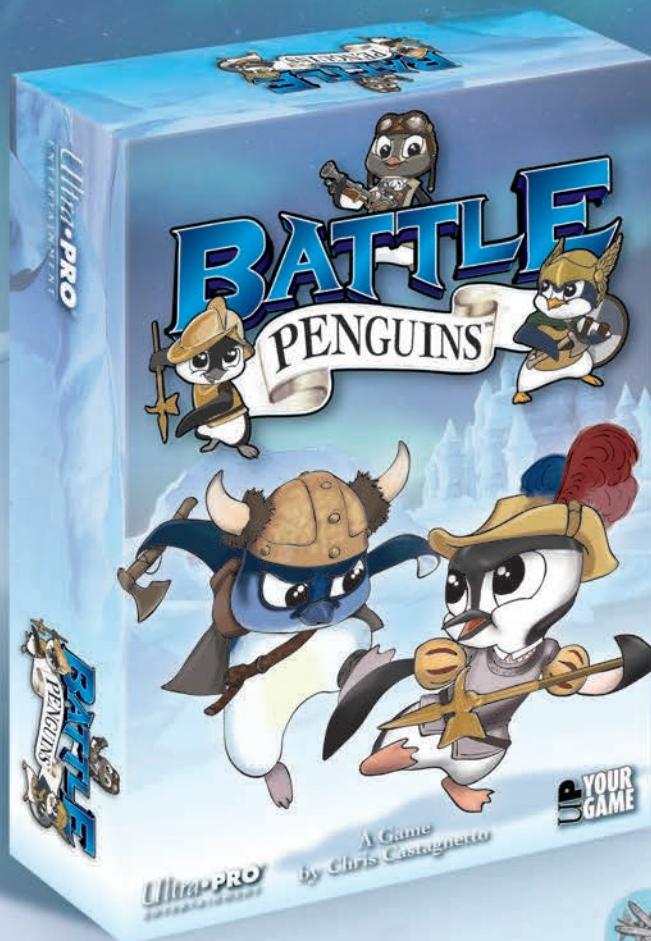
Players can move on from simple choices of dealing with what appears in front of them on the board to a deeper understanding of the composition of units in their bag, the importance of stealing initiative, the timing of attacks, capturing key locations, and when to withdraw to safer ground.

And all the time you can sense the possibility that a game just like this was once buried somewhere hundreds of years ago with a Viking berserker, a Gaelic Warrior or a French Knight...

In the end, we feel we have really captured the essence of a slightly abstract war game that can represent the broad sweep of early medieval, dark ages or even ancient battles. A game that might just have been presented to a king, queen, or high-ranking warrior as a lesson in managing a battlefield, and understanding the deployment, strengths, and weakness of different troop types.

•••

Mark Wootton is the Lead Developer of War Chest.



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MSRP: \$10

Ages 8+

2 - 6 Players

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UP YOUR
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Before There Were Stars...



A BEHIND THE SCENES LOOK AT SMIRK & LAUGHTER'S AUGUST RELEASE OF ONE OF THE MOST HEART-WARMING STORYTELLING GAMES EVER IMAGINED

BEFORE THERE WERE STARS

SND 1002.....\$39.99 | Available August 2018!

True myth may serve for thousands of years as an inexhaustible source of intellectual speculation, religious joy, ethical inquiry, and artistic renewal.

- Ursula K. Le Guin

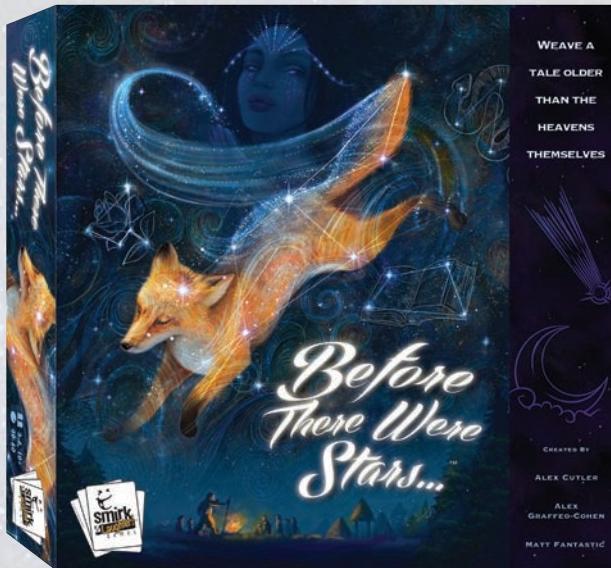
When I was a kid, my very Greek grandparents were constantly telling me Greek myths; before bed, on car rides, waiting for food, really whenever there was a chance. (They also made sure to tell me about the knock off Roman versions too!) They knew so many stories, it was hard to keep up sometimes; was it the Cretan Lion and the Nemean Bull or the other way around? And man, Zeus had A LOT of kids!

I didn't realize it at the time, but their act of telling me the mythology of my people, straight from their heads into my ears, was a continuation of one of the oldest aspects of human civilization and culture: the oral tradition. The very roots of civilization are found in the stories we tell each other, the tales passed down generation to generation. They explain the world around us, answer the most basic questions of humanity, and create a commonality of culture. Long before science discovered the big bang, we had Gaia, Uranus, and the Titans.

My grandparents also told me other myths and legends from around the world. I heard about Ishtar, Quetzalcoatl, and Shiva the Destroyer. Anansi sparred with Loki while Osiris and Isis were just as interesting as Zeus and Hera. (Don't tell my yiayia!) Hearing the stories of so many cultures, I realized that no matter the people, there were many common threads weaving between and across these tales that form the basis of so many civilizations across the world.

And one of the most prominent and foundational elements across these many cultural origins are the constellations...

Jump forward a few decades, and I find myself designing games for a living. In some cases creating entire mythologies of my own, and in others, creating the tools for players to tell their own stories. *Before There Were Stars* started with the sort of simple idea that feels so obvious once you hear it; my frequent design partner and muse Alex Cutler suggested that we make a game about constellations



using dice where the pips are stars. Duh. I was way stoked he wanted me to help him make it!

The first important step was figuring out how the different configurations of dice could be laid out to form the visual constellations. Are these two 3s The River or The Snake? And what can we put together to make The Fox? Once we had that roughly worked out, we began churning through idea after idea trying to figure out just what sort of game it would actually be.

One early iteration that got some traction was to do an engine builder where players roll their dice and spend them to "buy" new constellations which in turn gave them more dice, and the ability to manipulate those dice, eventually culminating in some hard to achieve final constellation goal. I wanted to iterate on the incredible design of *To Court the King* (and *Favor of the Pharaoh*) by Tom Lehmann, but you know, with stars. We played around with ideas like building different paths to victory based on the sort of constellations being collected, or variable starting player powers based on which ancient civilization a player started as. I drew a number of charts. Very ugly charts. We played a lot of *To Court the King*, we looked at other dice based engine builders, we made a bunch of quick prototypes, and eventually came to the realization that I was pushing us towards a mediocre rip off of much better games. Pips as stars deserved something a lot better than that.



An idea we had from the beginning was to incorporate the building of a cultural mythology somehow; the constellations collected would form a cohesive narrative, or at least something of a pantheon. Early in the design process we were a lot more focused on the economy of buying constellations, so the narrative aspects got put on the backburner while we did math. (Hot tip for other designers: anydice.com is an incredibly useful tool!) So after almost a year of on and off work with the design we all sat down together to talk about what had been going on. After a few minutes of half-hearted updates about the current state of the design, I suggested that maybe we needed to scrap the whole engine building aspect and really lean into the storytelling potential. I was worried Alex & Alex wouldn't be happy about it, but it turned out that they both thought exactly the same thing and were themselves worried I'd be upset about the redirection.

We realized that the mechanical aspect wasn't actually what the game was about. Pips as stars was so exciting because of the narrative possibilities, not because of the mechanical act of buying constellations. So we went back to what had excited us so much at the start, constellations and mythology. Besides which, Chris Leder

had already perfected the stripped down core mechanical experience of "roll dice, buy cards" with Roll For It. So with a renewed sense of what this game should actually be, we completely refocused on the experience of building the mythology of your people.



Once we finally figured out the game we actually wanted to make, things moved quickly. We figured out the general structure and were playing prototypes within the week. The basic idea of buying specific constellations to build the foundational elements of your own mythology was present from the very beginning, and now it was taking its rightful place front and center in the play experience. The last piece of the design was settling on the specific language for the story prompts. They had to be strong guiderails that made it easy for anyone to formulate a story but broad enough to allow the storyteller the freedom to create. "In the beginning..." was easy enough, but it took a surprising amount of research and thought to come up with most of them. Thank you very much Joseph Campbell and Edith Hamilton!



We showed the game to one of my oldest friends in the industry, Curt Covert, who let us know he was starting a new game line, Smirk & Laughter. He heard the pitch and was drawn right in. Since he's someone I've long wanted to do a full design project with, it was a no brainer to join up to make *Before There Were Stars*. Working alongside Curt, we finalized the scoring system to maximize the fun of telling stories without the stress of being directly judged.

We chose to keep scoring secret and focused on who had the best moment in their story that round. That was important because anyone can have a great moment, even if they don't consider themselves strong storytellers, which allows players of any skill level to do well and have fun. It rewards creativity instead of performance; a book opening into a valley - or humans springing into existence when they pop out of a horse costume are great ideas no matter how they're shared. But it's Curt's idea for wrapping up with a round of compliments that ends up making gameplay such a feel good experience. Since scoring is done in secret, players don't talk too much about the story details during play, so Curt suggested adding a final bonus round with each player calling out their favorite moments and awarding bonus points. The net effect on gameplay is that no matter who wins, the game ends on an emotionally rewarding high note. Even if you didn't think you'd do well, you still walk away with this wonderfully warm feeling of satisfaction.

At this point, we've played the game a great many times and told the imagined mythologies of countless peoples. (But of course, nothing so majestic as the Greeks, right papou?) It's a design I'm not only proud of as a piece of craft, but also as another reminder that no matter who we are, no matter where we come from, we all still look up at the stars and find common meaning.

A culture without mythology is not really a civilization.
- Vilayanur S. Ramachandran

•••

Matt Fantastic designs, publishes, and sells games. He owns *killjoy*, *Prettiest Princess*, and *Elm City Games*. He teaches game design at Quinnipiac University. He creative directs for Vice Games. He runs the New Haven Game Makers Guild and hosts Fantasticon. He creative consults for companies like Netflix and Comedy Central. He also loves unicorns and radical politics.



THE WALKING DEAD HERE'S NEGAN! THE BOARD GAME

THE WALKING DEAD: HERE'S NEGAN BOARD GAME

MGE MGWDN101..... \$74.99 | Available November 2018!

In the dog-eat-dog world of *Here's Negan*, reputation is everything. Forget helping your fellow survivors. Forget sharing your supplies. Forget the past. Concentrate on doing whatever it takes to survive in this new and brutal world. Your only aim now is to stay alive and impress Negan enough to avoid being on the receiving end of Lucille's wrath.

Here's Negan tells the untold story of how Negan and his band of vicious lieutenants cleared the Sanctuary and turned it into their base of operations. This unlikely group of allies must work together to search and secure the abandoned factory. But Walkers lurk round every turn of the claustrophobic corridors, and each unexplored room brings new dangers for the gang.

Overseeing this potentially lethal operation is the main man himself: Negan. The boss roams the corridors behind the other survivors, rewarding those who prove themselves, and punishing those who displease him. The threat of Lucille is never far away! If survivors do well, they earn reputation points. Although they're meant to be working together, the desire to please Negan conquers all because the one with the highest reputation points at the end of a mission will earn the right to be Negan's top lieutenant. And stay safe for a little bit longer...

WHAT MAKES HERE'S NEGAN DIFFERENT?

With *Here's Negan* we wanted to do something different with the *Walking Dead* license. In *All Out War*, we explored the fight for survival. Survivors head into the Walker-infested streets of Atlanta to eke out a living by finding precious supplies and fighting against rival gangs. As a result, *All Out War* is more a small-scale skirmish game with plenty of exciting narrative elements. So, for *Here's Negan* we really wanted to create more of a board game experience, similar to a dungeon explorer.

Of course, the problem is that new dungeon explorers are being released all the time and each needs to have that unique element to make it stand out. Originally, we had the idea that it would just be Negan and the Saviors heading into the Sanctuary and clearing the Walkers. However, we then realised it would be far more interesting if Negan wasn't involved. After all, this tyrannical leader is a master of mind games, so why would he get himself dirty when others could do it for him?

REPUTATION IS EVERYTHING

As a result, this led to the idea of Negan following the Saviors through the Sanctuary as they clean it up for him. Negan himself acts as the



game clock. Each turn he moves towards the exit and if you get in his way, you'll get a baseball bat to the face. Enrage Negan at your peril! What's more, with Negan close at hand, all the Saviors are desperate to prove they are the most loyal, which led to another interesting game mechanic: Reputation.

Although you will need to work together to safely clear the factory, there's also a competitive element. Each time you secure a room, take out a Walker or Hold your Nerve, you'll earn respect from Negan and your reputation will go up. However, if you're struggling to clear the Walkers, you can call Negan in to help... but be prepared to lose your rep. The winner is the player at the end of the mission with the most Reputation Points.

The result is a game that's cooperative but also competitive. While playing you'll be constantly trying to push yourself to great feats of violence in order to impress the boss. However, this also risks getting overwhelmed by Walkers! There's a definite balancing act between showing off and getting turned into dinner.

•••

Rob Burman is the Online Sales and Social Media Manager for Mantic Games. He has never been on the receiving end of Lucille's wrath and will do whatever it takes to impress his boss.

MESOZOOGIC



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Build the best dinosaur zoo and impress your guests in a frantic, real-time puzzle game. Fill your zoo with a variety of crowd-pleasing features: wow your visitors with towering dinosaur enclosures, excite them with prehistoric attractions, and let them travel in style on a network of monorails. Pick your favorite features and race against time to design the best zoo!



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PAINTING HAPPY LIL MINIS

WITH DAVE TAYLOR



EPISODE #3 - PAINTING DARK STEEL

Welcome to the new series - Painting Happy Lil Minis - in Game Trade Magazine. Each month, Dave will provide us with a look at a particular painting technique, how to apply that technique to a particular color, and maybe even an additional technique to take your paintjobs to the next level.

You can also see Dave painting live each week on our Game Trade Media Facebook page - Tuesdays and Thursdays at 2pm EST. Dave is regularly joined by Rick, and occasionally by other painters who each bring great painting advice to the table.

TECHNIQUE - DRYBRUSHING

Highlighting is a broad term that can be applied to techniques where the first layer is dark and the subsequent layers build up with lighter and lighter tones.

Drybrushing is a fairly random approach to highlighting. You start with a dark basecoat and then brush a lighter tone over the basecoat, leaving some of the previous layer visible, as shown on the Games Workshop Necromunda Goliath Ganger on the next page.

Note: While drybrushing can be used in many different situations, it is best used over surfaces with a lot of texture, such as fur, chainmail, or lots of tiny details.

The first step to drybrushing begin with dabbing the very tip of your large brush into the paint you are using (for our example it's Vallejo Model Color Gun Metal) and then wipe your brush on your palette, a piece of card, or a paper towel to remove most of the paint. You want an almost dry brush for the best drybrushing.

The second step is to swipe your brush gently back and forth over the areas you want to drybrush. You are trying to catch the raised surfaces, while leaving the previous paint color in the crevices. Try to move the brush around in a random way so that you can avoid streaks. You can then use lighter and lighter tones to create your desired look.

Note: Drybrushing tends to leave a minor, gritty texture. This means it's not a great technique to use on large, flat or smooth surfaces. Of course, if you really want to add that texture (such as on the Necromunda bulkhead in our example) it is the perfect technique.



1



Prime the model with black spray first. As drybrushing is all about building up from a darker basecoat, and metallic paints go well over black, this is a perfect choice.

3



The next drybrush is Vallejo Model Color Gun Metal, brushed on to catch the highlights and leave some Tinny Tin showing.

5



The miniature was given a final, very light drybrush of Vallejo Model Air Aluminium. This should just catch the sharp edges of the steel armor plates and weapons.

2



The first layer is a drybrush of Vallejo Game Color Tinny Tin. As this is the first paint to go onto the model, you don't have to worry about how messy drybrushing can be.

4



To ensure there is enough depth in the final piece, a thinned wash of Citadel Nuln Oil was painted over the Gun Metal.

6



The last steps were to use a small brush to paint sharp edge highlights and tiny scratches with the Aluminium, and then add some small patches of rust using the technique described below.

BONUS TECHNIQUE - CREATING A RUSTY LOOK



If your dark steel has been sitting around for a while, exposed to the elements, it may have started to rust.

One of the quickest ways to simulate a rusty look on your miniatures and terrain is to apply a thinned wash of Vallejo Model Color Red Leather. You can thin it down with water and just let it run into the crevices where water might pool in real life. Once the wash dries, you'll be left with a dusty rust effect like on the breastplate and bulkheads to the left.

Dave Taylor first discovered painting miniatures for tabletop wargames in 1991. Since then he has painted over 10,000 minis of all shapes, sizes, and genres. He now primarily paints miniatures for tabletop wargames, and has recently really enjoyed bringing board game miniatures to life



THE LEGEND OF KORRA: PRO BENDING ARENA (IDW 01327)

From IDW Games, reviewed by Eric Steiger



12 & Up



2 Players



60 - 90 Minutes



\$49.99

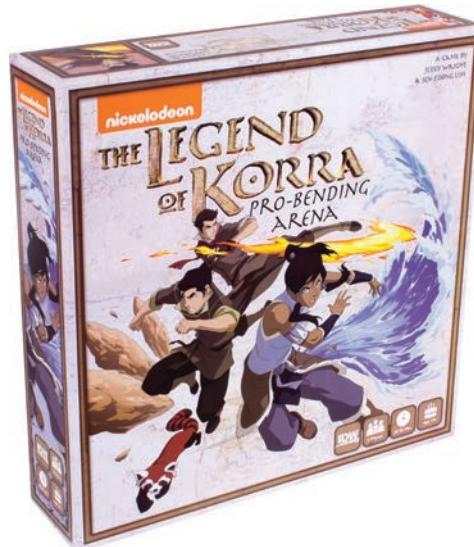
There is a fantasy sport from a popular children's series that is beloved by millions. It was initially used to showcase the main character's amazing magical abilities and create character interaction for them, but ended up becoming an important secondary plotline due to its appeal and fast-moving action. And it involves NO broomsticks. I am, of course, referring to the Pro-Bending sport from the television series *The Legend of Korra*.

The impressive part of IDW's implementation of the sport as a board game isn't the faithfulness of the adaptation. Nor is it the gorgeous miniatures in the game. No, the most impressive part of *Pro-Bending Arena* is its ambition. IDW took a concept that could have been a simple, generic 2-player brawling game, and made a customizable fantasy sport system to rival giants like *Blood Bowl* or *Guild Ball*.

The core set comes with two teams with a bender of each element used in the series – fire, water, and earth (existing fans know why air is absent). Each bender has their own set of cards used to create the pools from which you will add cards to your play deck, as well as starter cards that go into your deck at the beginning of the game. While the basic rules tell you which characters and which of their cards to include, the advanced version shows how teams, as well as the cards for the individual players on them, are entirely customizable. "Fantasy pro-bending" sounds redundant, but in this case, it fits!

Gameplay consists of playing all 3 of the cards in your hand, each of which allows a bender to perform actions in a specific order, usually some combination of moving and attacking. Attacking places tokens of that bender's element in a space. Placing tokens into a space that has enemy tokens cancels them out on a 1:1 basis. If a bender ends a round in a space that still has enemy tokens that you didn't cancel out, they are forced back a space for each token, until they are eventually forced off the board and out of the game. Lose all three of your benders, and you're out. Cards can be played to earn chi, instead, which is used to buy more cards to add to your deck of moves. Additionally, each time you run out of that deck and have to reshuffle, you can remove one card, keeping your deck from bloating with starter cards in the late game.

The basics of the game are simple, but where it shines is in the details. In addition to basic attacks, moves can daze, hold, or pierce,



causing various additional detrimental effects to an opposing bender. Furthermore, some particularly powerful moves are against the rules. Playing them forces you to roll the referee die – if you roll a yellow fan, the ref notices you and gives you a warning; if you don't, you successfully evaded their eye. Get caught cheating again, and that bender is out of the match. If all three of your benders are forced back in a round, then the other team advances to fill up the empty space, and gains momentum, but you get another turn in which to try to balance the scales.

Additionally, the rules system is flexible enough to accommodate numerous modes of play, the first few of which are introduced in the existing expansion pack. Amon's Invasion includes scenarios for a cooperative battle against the first villain of the series, as well as for Korra standing on her own as the Avatar. And while the retail release only included the Fire Ferrets and Wolfbats as playable teams, the Kickstarter version had several more, so you can likely expect at least a few of those in the future.

The system is simple enough to attract a younger audience than the fantasy sport games I mentioned above, but also customizable and engrossing enough to pull existing or potential players of those games who don't want to make the time or financial commitment they require.

The miniatures are also very nice, and paint up well. If I have one complaint about the game, it is that the instruction manual is a bit intimidating and confusing, but there are plenty of learn to play videos available that make learning the game much easier.

•••

Eric is your friend, and friends wouldn't let you play bad games.





"Cult is wickedly different and fun...there is truly nothing like it in the Worker Placement genre!"

—Man vs Meeple



Send your Priests into the Eternal City so they can bring your deity victory over the minds and souls of humanity!

In this 2-5 player game, you place Priests onto Locations on the board, with more Locations becoming available as your Cult gains Followers. The winner in each Location is determined by the Influence of players' Priests, though Miracle and Intrigue Cards can change the outcome of each conflict dramatically. Triumph in a Location leads to unique benefits, leaving other players with only alms in the form of coins.

There are a variety of ways to emerge victorious: building five Altars, controlling four Fanatical Mobs, or performing the Summoning of your deity twice.

Each God has unique strengths and weaknesses that will affect your strategy. So, choose your God wisely!

MSRP \$60

Release Date: Q4 2018



ages
12+



2-5
players



90
min



**WITCHES OF THE REVOLUTION (ATG 1390)**From Atlas Games, reviewed by Jane Trudeau-Smith and Philip Smith
of "The Table for Two Show"

13 & Up



1 - 4 Players



30 - 60 Minutes



\$39.95

If you like a deck builder like we do, this is a great one to try! Many of the deck building games we've played have similar rules and patterns for game play. Admittedly, Witches of the Revolution does have some typical deck building game mechanics, but it also has a few twists which make it different. It can be played cooperatively with as many as four, or you can do a solo game.

The premise is that you are a coven of witches in the American Colonies where you are fighting for freedom and against tyranny. To succeed, you must meet four objectives by overcoming events, and those can be hard! If for any reason you don't overcome events before a certain point, liberty is depleted, or if you get to the last event and fail to overcome it—the Colonies succumb to tyranny and you lose!

We are happy to report that we won our first game, but to be fair, we played it at the easier level. This was a great way to learn the game, and now we are ready for a harder round!

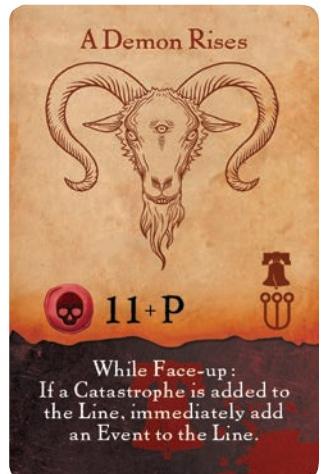
GAME SETUP

The game board has a row for the four objectives you must meet to win, a tableau of three recruit cards you can pick from to build your deck, and a row for the event cards you are trying to overcome. To the left is a *moon track* which tracks the phases of the moon; as the phase increases, the events become harder to overcome. On the right is the *tyranny track* which ranges from tyranny (bad!) to liberty (good!). The farther you are from liberty, the harder the game becomes.

Each player starts with a deck of fifteen Seeker cards which starts your coven. These cards are all the same except for the symbols that are on the left top corner that represent magic icons.

From the fifteen you start with a hand of five cards.

There is an *Objectives* deck with four types of objectives—you randomly pick one of each



type to put on the top objectives row. Each objective card has a row with magic icons on them. Below each card, you put the matching amount of magic tokens. For example, one of the objectives shows two green brewing icons and four hexes icons, so we place that many of each type of token below the card.

In the middle row, you put the *recruit* deck which contains character cards, relics, and blessings. Three cards are turned over to form a tableau to pick from to build your deck. To the right is a discard pile.

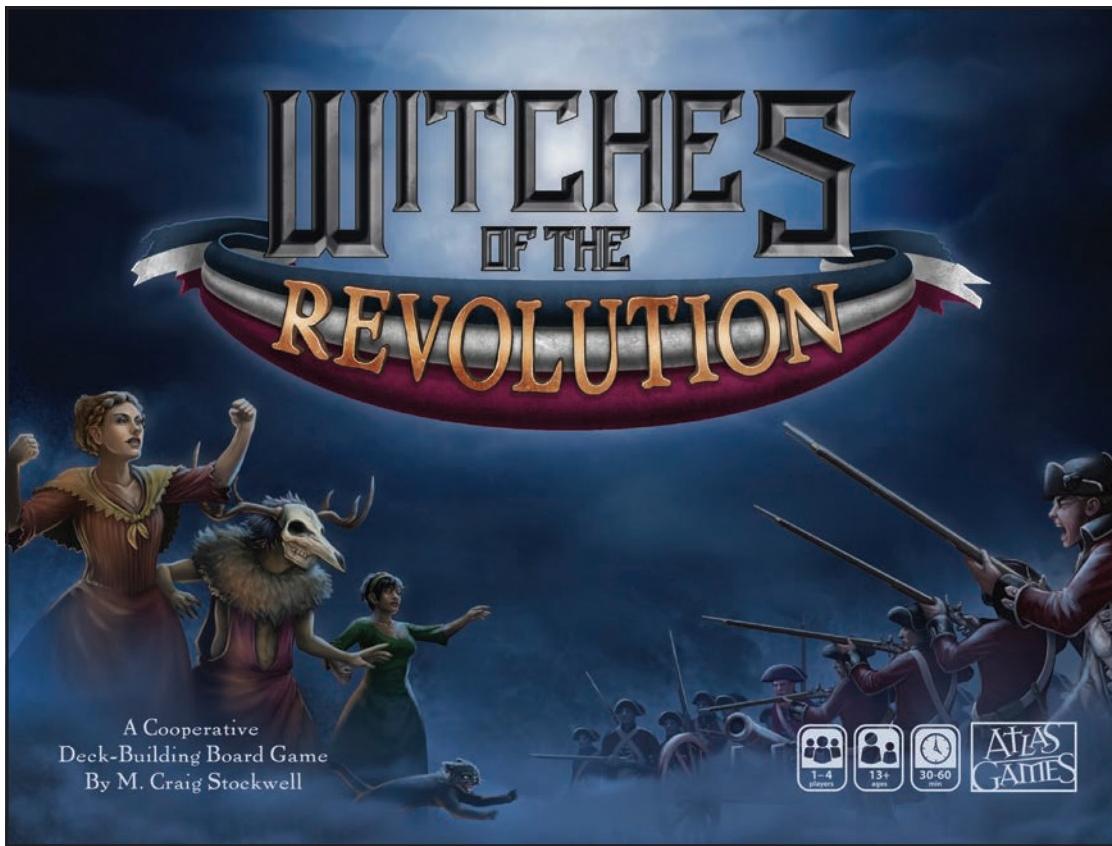
The bottom row is the event deck. Any cards in this deck marked with a blood-splatter symbol are considered harder events to overcome; you may choose to remove these to make your first game a bit easier, as we did. The deck is shuffled and placed on the board at the left of the event spaces. For two players, if the event cards make it to the ninth space we would lose. If there are four players, the cards only have to reach the seventh space to lose, so this varies by player count.

The *moon* and *tyranny* tracks have a start space where you place the appropriate markers. You are ready to play!

HOW IS IT PLAYED?

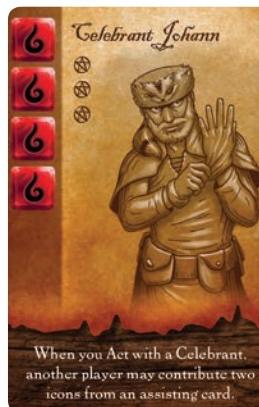
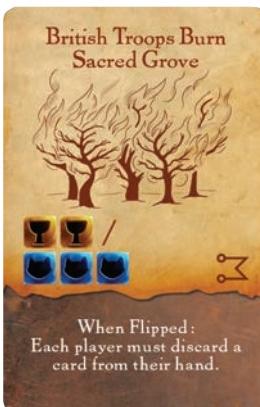
Here is where it plays a little different than most deck building games we have played. On each player's turn they:

- Add a recruit to the tableau by pushing face-up cards to the right (skip this on the first turn). If a *blessing* card appears, do what the blessing says and don't move any cards. A blessing can help you gain magic tokens and other good things. Once acted upon, it goes into the discard pile. Any cards that would "fall off" the tableau also go into the discard pile.
- Turn over an event card and put it in the space next to the deck, pushing other face-up events to the right as necessary. It is important to read the event card immediately as it may have a rule for when it is turned over, or during that turn. Each event card also shows what magic icons you need to overcome it. In many cases it gives you a choice. For example, you either need three brewing icons or four hexes to overcome an event. There are also symbols for *unaligned* and *catastrophe* events for which you can use *any* magic icons, but you need a relatively high number of them. Event cards also have other symbols on them, which makes the game even more interesting. If the card has a Liberty Bell on



it and it moves onto a space with a Liberty Bell above it, the tyranny marker moves closer to tyranny, which can cause you to lose. However, if you defeat an event with the bell you get to move the marker the opposite way, toward liberty. If there is a pistol symbol on the card and it moves to a space with a pistol above it, a recruit card in the tableau is immediately discarded! So, it is important to try and overcome these specific events before they get to those spaces.

- The player can then choose to act on an event and/or recruit cards from the tableau.
 - In order to overcome an event, the player must have cards in his or her hand that meets or exceeds the number of symbols overcome it. Because the game is cooperative, another player can add one symbol from their hand to help. Those cards are then discarded. The event is discarded as well, and then the player can take one of the matching magic tokens from the objectives area. When all objective tokens are gone, that objective is met, and there is usually a boon to gain from that. If all four objectives are met, you win!
 - In order to recruit a card into your deck, you pay its price from cards in your hand. Here is what we found was a bit different than most deck builders – the cards you pay go into the recruit discard pile – you do not get them back. The card you recruit goes on top of your draw pile, unlike many other deck builders where you



keep your spent cards, and cards you acquire go into your discard pile.

- When you are done, you can discard any unused cards still in your hand OR you can keep them
- You can choose to either draw back up to a hand of five cards or take none – you cannot draw fewer unless you draw none. If you cannot draw up to five, you must shuffle your discard deck to make a new draw pile. However, each time you reshuffle, the moon phase marker increases.

This may drive up the cost for *all players* to overcome event cards, making the game harder!

Play continues until all four objectives are met and the team wins, or your event cards reach the space where you lose. You can also lose if the tyranny marker hits tyranny, from Liberty Bell events not being overcome.

TIMING OF THE GAME

It took us less than an hour to learn and play our first game. We look forward to playing it more and introducing it to our friends who have not played before.

•••

Jane and Phil love gaming, are best friends, and have been married since 2005 after meeting at a software conference at Disneyworld!



SMASH UP: OOPS YOU DID IT AGAIN (AEG 5514)

From Alderac Entertainment Group, reviewed by John & Isaac Kaufeld



14 & Up



2 & Up



45 Minutes



\$24.99

First came the Dragons, Mythic Greeks, Superheroes, and Sharks of *It's Your Fault!* — Alderac Entertainment Group's (AEG) first fan-voted expansion for its award-winning *Smash Up* card game. They filled our game tables with shock, awe, and wonder. We loved it.

Now, AEG did it again. Or, more accurately, we did it again.

Oops, You Did It Again takes its spot as the second fan-voted expansion in the *Smash Up* universe. The voting was close, but four factions finally earned their spots in the game box: Ancient Egyptians, Cowboys, Samurai, and Vikings.

Let's look at the top five things you need to know about these new factions and what they bring to the clever, chaotic, and genre-bending realm of *Smash Up*.

DARN PILLAGING VIKINGS!

Each faction brings distinct strengths to the table, but the Vikings earned a solid "oh come on, not again" from both of us.

Vikings bring their pillaging ways to *Smash Up* through card text that gives them several ways to "forcibly borrow" (aka steal) cards from other players.

Sometimes it's random, like the Shield Maiden's ability to flip the top card of your desk and swipe it if it's an action or a minion with power three or less. Other times, it's very deliberate, such as when a Raiding Party lands on your opponent's deck and lets you choose among three cards flipped from the top.

Either way, these abilities make the Vikings a powerful force in the game.

BURIED BUT NOT DEAD (YET)

Nobody loves burying things quite as much as the Egyptians did. The Egyptians carry that love forward through the new "bury" mechanic.

Several Egyptian actions and minions let you bury cards at locations, plus any player can bury cards at the Pyramids location. Burying a card means putting it face-down at the location. It's not in play yet, but any card that affects "cards" at a location works on a buried one, too.

Although you can look at a stack of buried cards they control at any time, but they can only do it one card at a time, plus they must keep the stack in the same order as it was.

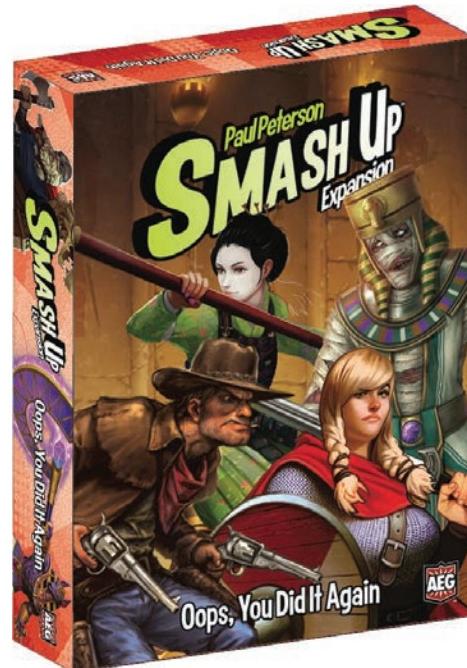
DUELING FOR DOMINANCE

Everybody knows the classic moment in a Western film when two somber cowboys meet under the sun at high noon, ready to draw and shoot. The Cowboys in *Smash Up* live for such action through the new duel mechanic.

Several minions, actions, and even a location let cards begin a duel. Duels are little face-offs between a pair of minions. After a duel is declared, both players can play an action card, starting with the player who started the duel. The card that allowed the duel specifies what happens to the minions who won or lost.

EARNING HONORABLE VICTORIES

Samurai fight their opponents with a strict sense of honor and sacrifice, which creates some unique opportunities for scoring extra



victory points in the game. Given how close the scoring is in many games, chances to earn even one or two extra points could hand you the win.

Many of Samurai can also duel opposing minions, just like the Cowboys. The biggest difference is that the Samurai typically duel for extra victory points or the chance to play an extra card, while the Cowboys just want to send their opponents straight into that Great Discard Pile on Boot Hill.

WATCH THOSE TURN PHASES

Thanks to the new burying mechanic, paying attention to the precise phases of a turn is more important than ever.

Uncovering a buried card happens first, as you start your turn. Don't get so excited about putting a minion into play that you skip uncovering a card you need to make your plans work. (Not that it ever happened during our test games, goodness knows.)

THE VERDICT

Each of the four factions add a lot to the greater *Smash Up* experience, plus, like the other expansions, they work as a fun straight-from-the-box game for two players.

At first we worried that some of these factions might overpower older ones, but several test plays with different faction combinations put those fears to rest.

Pick up the *Oops, You Did It Again* expansion to enhance your play with plenty of new mechanics and strategies. (Plus those darned Vikings. Hey — stop stealing stuff from me! Really!!)

•••

John Kaufeld often frets about whether the word "meeple" has a proper plural form. This rarely worries Isaac at all. Recently, they threatened to launch a father and son podcast about gaming, movies, and family life called "And Maybe a Lemon." Who knows what might happen next?



SPACE MARINE

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9 TO COLLECT



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WONDERLAND (RGS 00597)

From Renegade Game Studios, reviewed by Rebecca Kaufeld



14 & Up



2 Players



5 Minutes



\$12.00

The rabbit hole was much deeper than Alice realized. It stretched farther than her imagination, winding down and around until she reached a place she'd never been. She stepped into a colorful realm of beloved and frustrating characters, tasted the tea, smelled the potions... and tasted the cake of an unknown land.

YET THERE WAS THE QUEEN.

When Alice fell, something happened. Deep in the heart of Wonderland, far beyond the Hatter's nonsense or the Jabberwocky's vicious whiffling, a game was begun. The Queen felt it. This imposer, this traitor to her land must be snuffed out. And thus began the game.

SETTING THE SCENE

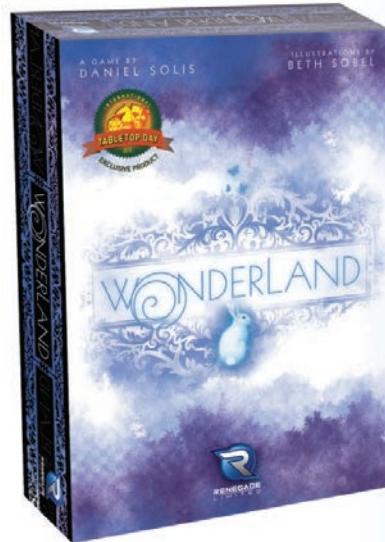
On one side, Alice and her friends fight for peace. On the other, the Red Queen insists on decapitation to inspire her followers. Their teams are nearly identical, each brandishing a number to identify their strength. Alice and the Queen, both being the most vital for their team, are both worth seven. The Headless Horseman and the Tweedle Twins, who are mostly for emotional support, both wear a one. An array of other favorite characters fill the numbers between, leaving each player with a matching deck of numbers 1-7.

FIRST ONE SIDE...

Play is divided into two experiences. The first is Arrival, where Wonderland begins to set the stage for Alice's battle with the queen. For the first round, players alternate adding face-down cards to the edge of the board, creating three rows and three columns. These will indicate the number of points awarded for scoring that column or row at the end of the game.

... THEN THE OTHER

With six cards placed as a border, an area appears in the middle of the table. It's a 9x9 grid where the next stage, Placement, begins. Without revealing the facedown cards, players begin adding face-up characters to the 9x9 square. The goal is to play so cleverly that one side's numbers are greater than their opponents' in any given row or column. If they succeed, they'll earn the points on the edge card and the favor of their heroine - but sometimes war isn't always so easy...

**LET THEM EAT CAKE!**

And sometimes, there's cake. Or a potion. Some characters carry these items with them for protection or to aid the cards beside them. For those in Wonderland (the 9x9 grid), cake is good. It doubles the rank (or number) on the card, and may promise a victory in that row or column! However, no matter how "Drink Me" friendly a potion may seem, each team's followers should avoid them at all costs. Potions make the rank of an adjacent card zero... whether it's friend or foe.

WONDERS ARE WONDEROUS

Sometimes, though, one just needs a good tea party. In this expansion, Alice picks one of four Wonders in the beginning to play at the end of the game. They each provide unusual assistance to Alice and her friends: Tugley Wood doubles the highest card in its row or column; the Tea Party ignores the cake or potion of any one card adjacent; the White Rabbit swaps the two edge cards on its row and column, and the Maze allows the player with the lowest value in the row or column to be declared victor.

Now, this may seem a bit overpowered. However, it IS the Queen's land, and she usually takes the first turn. To have an extra dose of magic for Alice may even the score... Or perhaps more... or maybe it won't score much at all. It depends on how well one listens to their intuition.

IN THE END...

Everyone likes to think they know the story. Alice is successful, the Red Queen falls, and the battle of Wonderland remains victorious for the peaceful side. However, this war can be waged many times over, and sometimes Alice will lose... or maybe she wins. Or perhaps that was the Red Queen? You'll have to find out for yourself. After all, Wonderland, nothing is ever as it seems.

•••

When a whirlwind of whimsical words beckoned from worlds away, Rebecca knew she had to follow. She fell into a rabbit hole of metaphors and clichés, mixed with more similes than water drops in a storm. Somewhere along the way, she picked up a love of games that would use her words to create beautiful reviews, and that's where she is today.



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THE WALKING DEAD: NO SANCTUARY (CZE 02095)

From Cryptozoic Entertainment, reviewed by Thomas Riccardi



15 & Up



1 - 4 Players



45 - 120 minutes



\$80.00

The world as you know it is gone. The dead walk among the littered streets as their hunger drives them to consume warm flesh. You have teamed up with some of the most capable people to survive this zombie apocalypse. But will you make it through these events unscathed or will you succumb to the undead hordes? This is the setting to *The Walking Dead: No Sanctuary* by Cryptozoic Entertainment.

Setup is as simple as figuring out which scenario that you want to play and then accomplishing those tasks in order in order to win the game. However, if one of the survivors are defeated or the morale drops to zero then all of the players lose and become lunch for the ravenous hordes of zombies. What I love about choosing one of these scenarios and playing it is that it not only recreates some of the more iconic moments from the show but, it gives you access to future upgrades with new characters and situations. Once you figure out which

character that you want to play as and they are all here from the earlier seasons of the game. You will be able to play as notable characters such as Rick Grimes and Andrea to others such as Glenn Rhee and Darryl Dixon. Once you select a leader you get a token by your character card and you need to draw three survivor cards and keeping them secret from anyone else in the group. This is a game where you can discuss strategy however, you cannot show the cards in your hand to other players. Also, if you cannot draw a survivor card from your deck that means you are out of health and that survivor is defeated and everyone loses the game.

Each of the turns in the game has five phases which are planning, survivor, event, walker and objective. During the planning phase you draw one card from your survivor deck and put it into your hand. Next, the leader draws two cards from the event deck and keeps them to himself as they try to figure out the best way to approach this situation. Once an event is played it is put on the tracker so everyone can see what the current event is and any effects of the other unplayed event card goes into play under the discarded heading. Next in the survivor phase you start with the leader of the group and go clockwise as each of the survivors can do one maneuver and one action. Maneuvers

include resting to reduce one stress, focus to gain a focus token and move up to two areas or stand if knocked down. Actions are broken down into Grapple (attack), Search (interact) or Assist (coordinate). During the turn you can play survivor cards however, they must match the color of the card that is on the approach. For example: If there is a red card and you play a green card you can play that action but you will gain stress and if you have more than your allotment for stress you need to pass the leadership token to your left. In the event phase you need to check to see if the event has been fulfilled and if so it is removed from play. However, if it is not the leader will gain one stress as it was poor planning that put them in this situation. Combat is resolved by rolling the action dice which are white for beneficial ones and black for stress die.

Once the die are resolved this can help defeat walkers or advance the threat tracker which brings more walkers onto the playfield. During the walker phase walkers are moved, attempt overruns and recover from being knocked down. The objective phase is the last part as you check to see if anyone has fulfilled

any parts of the event. If so it advances to the next phase and when you satisfy all of the event qualifications you win the scenario.

This game is a masterpiece as you will have to not only try to accomplish the objective but you need to go ahead and do so by cooperating with the rest of the survivors. Failing to do so will mean certain doom for you and your fellow survivors. Another thing that I love about this game is that it can be played solo. So if you don't have anyone available to play with you can go at it alone and try to confront the zombie hordes.

With great mechanics as well as an expandable game it is no wonder why *The Walking Dead: No Sanctuary* is a great game for fans of the show and zombie fans alike. For more info on this and other games head over to <https://www.cryptozoic.com/games> and get ready to fear the walking dead.

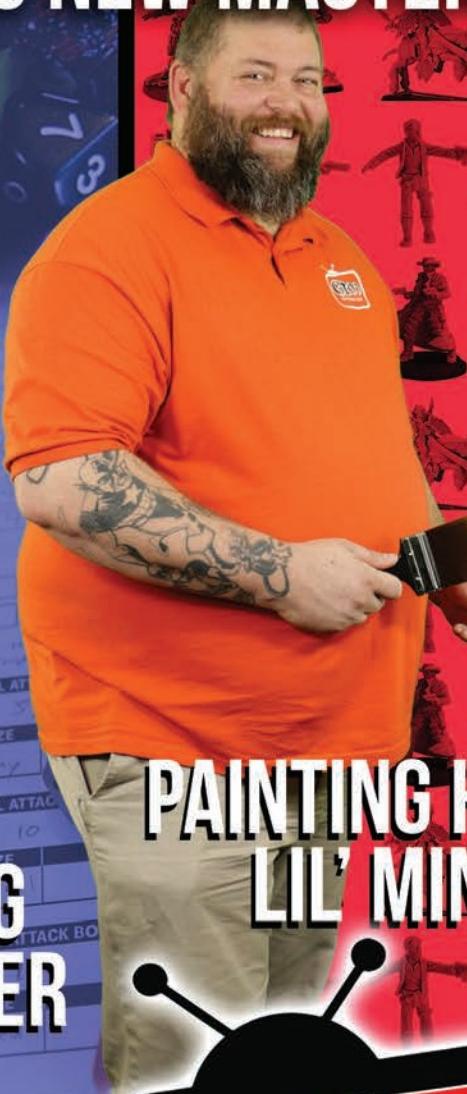
•••

When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.



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